```
smacc::ISmaccState
                # stateReactors_
                # nh
                # contextNh
                # parentState_
                # stateInfo_
                + getStateMachine()
                + getParentState()
                + getROSNode()
                + getClassName()
                + configure()
                                                       boost::statechart::
                + requiresComponent()
                                                       simple_state< MostDerived,
                + requiresClient()
                                                        Context, InnerInitial,
                + getGlobalSMData()
                                                              historyMode >
                + setGlobalSMData()
                + createStateReactor()
                + createStateReactor()
                + postEvent()
                + postEvent()
                + notifyTransition()
                + notifyTransitionFromTransition
                TypeInfo()
                + getStateReactors()
                + getParam()
                + setParam()
                + param()
                + getOrthogonal()
                # requestLockStateMachine()
                # requestUnlockStateMachine()
                                       smacc::SmaccState<
                                        MostDerived, Context,
                                           InnerInitial, historyMode >
                                       + finishStateThrown
                                       + smacc inner type
                                       + SmaccState()
                                       + SmaccState()
                                       + ~SmaccState()
                                       + getStateInfo()
                                       + getFullName()
                                       + getShortName()
                                       + getParentState()
                                       + exit()
                                       + runtimeConfigure()
boost::statechart::
                                       + onEntry()
simple_state < StiMove1,
SS, mpl::list<>, sc::
                                       + onExit()
  has_deep_history >
                                       + getGlobalSMData()
                                       + setGlobalSMData()
                                       + requiresComponent()
                                       + getStateMachine()
                                       + checkWhileLoopConditionAnd
                                       ThrowEvent()
                                       + throwSequenceFinishedEvent()
                                       + configure orthogonal
                                        _runtime_callback()
                                       + configure_orthogonal
                                        runtime_callback()
                                       + configure_orthogonal()
                                       + static_createStateReactor()
                                       + initial_deep_construct()
                                       + deep_construct()
                                       + shallow_construct()
                                       - entryStateInternal()
                                        configure_orthogonal
                                        internal()
                                             < StiMove1, SS >
               smacc::SmaccState<
                        StiMove1,
                + finishStateThrown
                + smacc_inner_type
               + SmaccState()
                + SmaccState()
                + ~SmaccState()
                + getStateInfo()
                + getFullName()
                + getShortName()
                + getParentState()
                + exit()
                + runtimeConfigure()
                + onEntry()
                + onExit()
                + getGlobalSMData()
                + setGlobalSMData()
                + requiresComponent()
               + getStateMachine()
               + checkWhileLoopConditionAnd
               ThrowEvent()
                + throwSequenceFinishedEvent()
                + configure_orthogonal
                _runtime_callback()
               + configure_orthogonal
                runtime_callback()
               + configure_orthogonal()
               + static_createStateReactor()
+ initial_deep_construct()
                + deep_construct()
                + shallow_construct()
               entryStateInternal()
               configure_orthogonal
                 internal()
                    sm_starcraft_ai::move
                     inner states::StiMove1
```

+ runtimeConfigure()
+ loopWhileCondition()

+ staticConfigure()

+ onEntry()