```
# stateReactors
                         # eventGenerators_
                         # nh
                         # contextNh
                         # parentState_
                         # stateInfo
                         + getStateMachine()
                         + getParentState()
                         + getROSNode()
                         + getClassName()
                         + configure()
                                                                 boost::statechart::
                         + requiresComponent()
                                                                 simple_state< MostDerived,
                         + requiresClient()
                                                                 Context, mpl::list<>, sc
                         + getGlobalSMData()
                                                                    ::has_deep_history >
                         + setGlobalSMData()
                         + createStateReactor()
                         + createStateReactor()
                         + createEventGenerator()
                         + postEvent()
                         + postEvent()
                         + notifyTransition()
                         + notifyTransitionFromTransition
                         TypeInfo()
                         + getStateReactors()
                         + getEventGenerators()
                         + getParam()
                         + setParam()
                         + param()
                         + getOrthogonal()
                         + getEventGenerator()
                         + getStateReactor()
                                                 smacc::SmaccState<
                                                 MostDerived, Context,
                                                     InnerInitial, historyMode >
                                                 + finishStateThrown
                                                 + smacc_inner_type
                                                 + SmaccState()
                                                 + SmaccState()
                                                 + ~SmaccState()
                                                 + getStateInfo()
                                                 + getFullName()
                                                 + getShortName()
                                                 + getParentState()
                                                 + exit()
                                                 + runtimeConfigure()
boost::statechart::
                                                 + onEntry()
simple state < SsSPattern1,
                                                 + onExit()
                                                 + getGlobalSMData()
MsDanceBotRunMode, StiSPattern
                                                 + setGlobalSMData()
LoopStart, sc::has_deep_history >
                                                 + requiresComponent()
                                                 + getStateMachine()
                                                 + checkWhileLoopConditionAnd
                                                 ThrowEvent()
                                                 + throwSequenceFinishedEvent()
                                                 + configure_orthogonal
                                                 _runtime()
                                                 + configure_orthogonal
                                                 runtime()
                                                 + configure_orthogonal()
                                                 + static_createStateReactor()
                                                 + static_createEventGenerator()
+ static_createStateReactor_aux()
+ initial_deep_construct()
                                                 + deep_construct()
                                                 + shallow_construct()
                                                 entryStateInternal()
                                                 - configure_orthogonal
                                                  internal()
                                                       < SsSPattern1, MsDanceBot
                                                      RunMode, StiSPatternLoopStart >
                        smacc::SmaccState<
                         SsSPattern1, MsDanceBotRun
                           Mode, StiSPatternLoopStart >
                        + 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()
                        + configure_orthogonal
                        _runtime()
                        + configure_orthogonal()
                        + static_createStateReactor()
                        + static_createEventGenerator()
                        + static_createStateReactor_aux()
                        + initial deep_construct()
                        + deep_construct()
                        + shallow_construct()
                        entryStateInternal()
                        configure_orthogonal
                         internal()
                             sm_dance_bot_strikes
                              back::SS5::SsSPattern1
                             + initialStateAngle
                             + iteration count
```

+ runtimeConfigure()
+ staticConfigure()
+ pitch1_lenght_meters()
+ pitch2_lenght_meters()
+ total_iterations()

+ direction()

smacc::ISmaccState