```
# stateReactors
                       # eventGenerators
                       # nh
                       # contextNh
                       # parentState_
                       # stateInfo
                       + getStateMachine()
                       + getParentState()
                       + getROSNode()
                       + getClassName()
                       + configure()
                                                              boost::statechart::
                       + requiresComponent()
                                                              simple_state< MostDerived,
                       + requiresClient()
                                                              Context, InnerInitial,
                       + getGlobalSMData()
                                                                     historyMode >
                       + 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 < StPlaceRetreat,
                                              + onExit()
SmFetchTwoTableWhiskeyPour,
                                              + getGlobalSMData()
mpl::list<>, sc::has_deep
                                              + setGlobalSMData()
           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()
                                                    < StPlaceRetreat, SmFetch
                                                    TwoTableWhiskeyPour >
                      smacc::SmaccState<
                      StPlaceRetreat, SmFetchTwo
                             TableWhiskeyPour >
                      + 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()
                                      Δ
                       sm_fetch_two_table
                       _whiskey_pour::StPlaceRetreat
```

+ runtimeConfigure()

+ staticConfigure()

+ onExit() + onExit()

smacc::ISmaccState