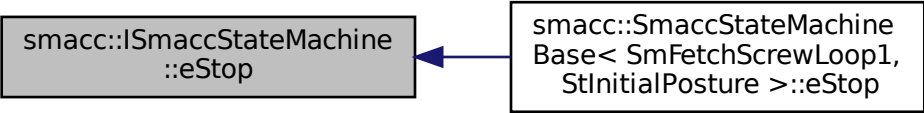


```
smacc::ISmaccStateMachine  
  ::eStop
```



```
smacc::SmaccStateMachine  
Base< SmFetchScrewLoop1,  
      StInitialPosture >::eStop
```