map< const std::type \_info \*, std::vector map< const std::type \_info \*, std::vector map< const std::type shared ptr< smacc:: vector< std::shared std::enable shared vector< smacc::introspection info \*, std::vector shared ptr< smacc:: < std::shared ptr< smacc int type\_info \* introspection::SmaccStateMachine \_ptr< smacc::introspection < std::shared\_ptr< smacc</pre> string \_from\_this < SmaccStateInfo > < smacc::introspection</pre> ::SmaccTransitionInfo > introspection::SmaccStateInfo > ::introspection::SmaccEventGenerator Info > > > Info > ::introspection::SmaccStateReactor ::SmaccStateInfo > > ::ClientBehaviorInfoEntry > > Info > > > +fullStateName +stateIndex +stateMachine\_ +staticBehaviorInfo +stateReactorsInfo +children +parentState\_ +transitions\_ +eventGeneratorsInfo +demangledStateName +depth\_ smacc::introspection ::SmaccStateInfo vector< std::shared vector< std::shared + SmaccStateInfo() NodeHandle \_ptr< smacc::StateReactor > > \_ptr< smacc::SmaccEventGenerator > > + getStateLevel() + depth() + getAncestors() + getFullPath() + createChildState() + declareTransition() + toShortName() + getDemangledFullName() #contextNh #stateReactors\_ #eventGenerators\_ #stateInfo\_ #nh smacc::ISmaccState + getStateMachine() + getParentState() + getROSNode() + getClassName() + configure() + requiresComponent() + requiresClient() + getGlobalSMData() boost::statechart:: + setGlobalSMData() simple\_state< MostDerived, bool list<> \* + createStateReactor() Context, mpl::list<>, sc + createStateReactor() ::has\_deep\_history > #parentState\_ + createEventGenerator() + postEvent() + postEvent() + notifyTransition() + notifyTransitionFromTransition TypeInfo() + getStateReactors() + getEventGenerators() + getParam() + setParam() + param() + getOrthogonal() + getEventGenerator() + getStateReactor() +finishStateThrown +smacc\_inner\_type smacc::SmaccState< MostDerived, Context, InnerInitial, historyMode > + SmaccState() + SmaccState() + ~SmaccState() + getStateInfo() + getFullName() + getShortName() + getParentState() + exit() + runtimeConfigure() + onEntry() boost::statechart:: simple\_state< StEventCount Down, MsDanceBotRunMode, + onExit() + getGlobalSMData() + setGlobalSMData() mpl::list<>, sc::has\_deep +finishStateThrown +smacc\_inner\_type + requiresComponent() + getStateMachine() \_history > \_ + 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() < StEventCountDown, MsDanceBotRunMode >/ smacc::SmaccState< StEventCountDown, MsDance BotRunMode > + 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\_2::StEventCountDown

+ staticConfigure()