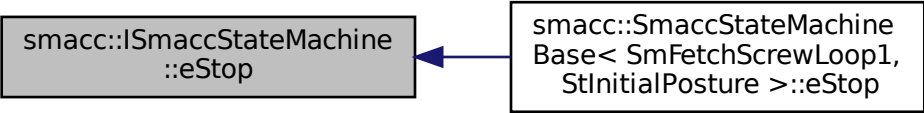


```
smacc::ISmaccStateMachine  
::eStop
```



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