```
# stateReactors
                 # eventGenerators
                 # nh
                 # contextNh
                 # parentState_
                 # stateInfo
                 + getStateMachine()
                 + getParentState()
                 + getROSNode()
                 + getClassName()
                 + configure()
                                                          boost::statechart::
                 + requiresComponent()
+ requiresClient()
                                                          simple_state< MostDerived,
                                                           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()
                                          + onEntry()
boost::statechart::
simple state < StiAttack3,
                                          + onExit()
                                          + getGlobalSMData()
SS, mpl::list<>, sc::has
                                          + setGlobalSMData()
     _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()
                                                < StiAttack3, SS >
                smacc::SmaccState<
                          StiAttack3, SS >
                + 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 starcraft ai::attack
                     _inner_states::StiAttack3
                 + runtimeConfigure()
                 + onEntry()
```

+ onExit()

+ staticConfigure()

+ onTimerClientTickCallback() + onSingleBehaviorTickCallback()

smacc::ISmaccState