```
smacc::ISmaccState
                # 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 < StState3,
                                         + onExit()
                                         + getGlobalSMData()
MsRun, mpl::list<>, sc
                                         + setGlobalSMData()
 ::has_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()
                                               < StState3, MsRun >
               smacc::SmaccState<
                        StState3, MsRun >
               + 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 three some::StState3
```

+ runtimeConfigure()

+ staticConfigure()

+ onEntry() + onExit()