```
# stateReactors
                  # eventGenerators
                  # nh
                  # contextNh
                  # parentState_
                  # stateInfo
                  + getStateMachine()
                  + getParentState()
                  + getROSNode()
                  + getClassName()
                  + configure()
                                                            boost::statechart::
                  + requiresComponent()
+ requiresClient()
                                                           simple_state< MostDerived,
                                                            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 < StiAttack3,
                                           + onExit()
SS, mpl::list<>, sc::has
                                           + getGlobalSMData()
                                           + 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