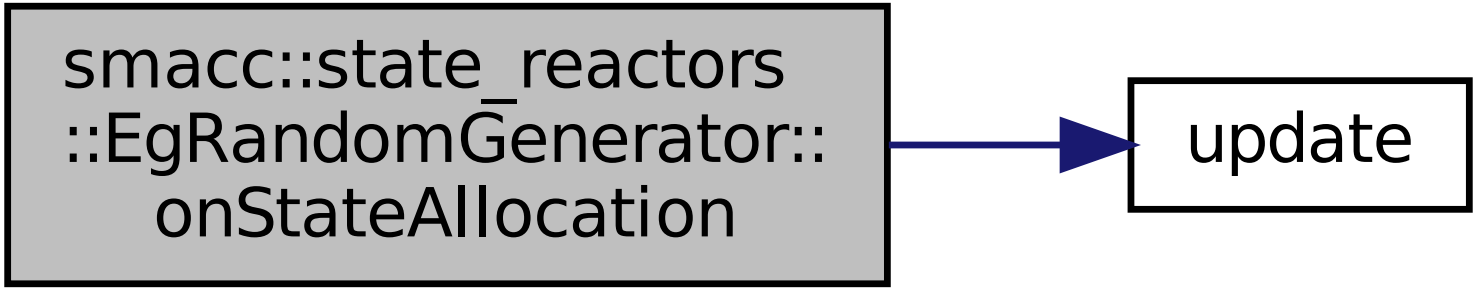
smacc::state_reactors
::EgRandomGenerator::
onStateAllocation
update