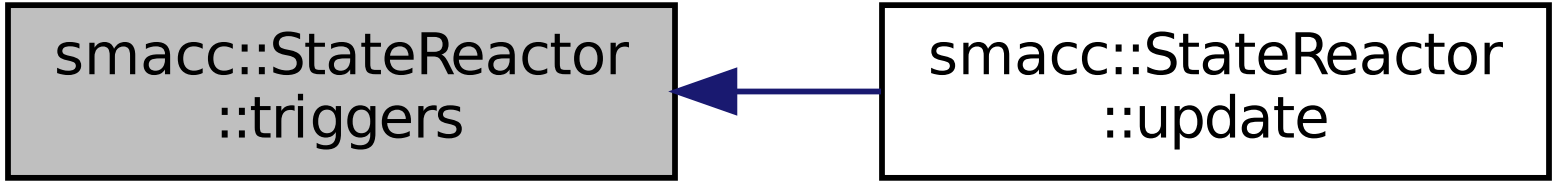
smacc::StateReactor
::triggers
smacc::StateReactor
::update