smacc::SmaccState< MsDanceBotRecoveryMode, SmDanceBot >::getShortName smacc::SmaccStateMachine Base < SmPackML, MsRun >::initiate impl smacc::utils::cleanShort **TypeName** smacc::SmaccState< MsDanceBotRecoveryMode, SmDanceBot >::smaccStart smacc::SmaccState< MsDanceBotRecoveryMode, SmDanceBot >::SmaccState