```
# 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 < SsPlaceObject,
                                               + onExit()
SmFetchTwoTablePickNPlace1,
                                               + getGlobalSMData()
StMovePrePlacePose, sc::has
                                               + setGlobalSMData()
       _deep_history >
                                               + requiresComponent()
                                               + getStateMachine()
                                               + checkWhileLoopConditionAnd
                                              ThrowEvent()
                                               + throwSequenceFinishedEvent()
                                               + configure_orthogonal
                                               _runtime()
                                               + configure_orthogonal
                                               _runtime()
                                               + configure_orthogonal()
                                              + static_createStateReactor()
+ static_createEventGenerator()
+ static_createStateReactor_aux()
+ intial_createStateReactor_aux()
                                               + deep construct()
                                               + shallow construct()
                                               - entryStateInternal()
                                               configure_orthogonal
                                               internal()
                                                     < SsPlaceObject, SmFetch
                                                     TwoTablePickNPlace1, StMovePre
                                                               PlacePose >
                     smacc::SmaccState<
                      SsPlaceObject, SmFetchTwo
                     TablePickNPlace1, StMovePrePlace
                                   Pose >
                     + 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()
                                      Д
```

sm\_fetch\_two\_table \_pick\_n\_place\_1::SS2 ::SsPlaceObject

+ runtimeConfigure() + staticConfigure()

smacc::ISmaccState