```
smacc::SmaccState<
MsDanceBotRecoveryMode,
SmDanceBot >::getShortName
```

smacc::utils::cleanShort TypeName

smacc::SmaccStateMachine Base< SmViewerSim, MsRunMode >::initiate_impl

smacc::SmaccState< MsDanceBotRecoveryMode, SmDanceBot >::SmaccState