```
smacc2::ISmaccState
                           + stateNode
                           # stateReactors
                           # eventGenerators
                           # contextNh
                           # parentState_
                           # stateInfo
                           + getStateMachine()
                           + getParentState()
                           + getNode()
                           + getLogger()
                           + getClassName()
                           + configure()
                                                                   boost::statechart::
                           + requiresComponent()
                                                                   simple_state< MostDerived,
                           + requiresClient()
                                                                   Context, mpl::list<>, sc
                           + getGlobalSMData()
                                                                      ::has deep history >
                           + setGlobalSMData()
                           + createStateReactor()
                           + createStateReactor()
                           + createEventGenerator()
                           + postEvent()
                           + postEvent()
                           + notifyTransition()
                           + notifyTransitionFromTransition
                           TypeInfo()
                           + getStateReactors()
                           + getEventGenerators()
                           + getParam()
                           + setParam()
                           + param()
                           + param()
                           + getOrthogonal()
                           + getEventGenerator()
                           + getStateReactor()
                                                   smacc2::SmaccState
                                                   < MostDerived, Context,
                                                       InnerInitial, historyMode >
                                                   + finishStateThrown
                                                   + smacc_inner_type
                                                   + SmaccState()
                                                   + SmaccState()
                                                   + ~SmaccState()
                                                   + getStateInfo()
                                                   + getFullName()
                                                   + getShortName()
                                                   + getParentState()
                                                   + exit()
                                                   + runtimeConfigure()
                                                   + onEntry()
boost::statechart::
                                                   + onExit()
simple_state< StiFPatternForward1
                                                   + getGlobalSMData()
< SS >, SS, mpl::list<>, sc
                                                   + setGlobalSMData()
       ::has_deep_history >
                                                   + requiresComponent()
                                                   + getStateMachine()
                                                   + checkWhileLoopConditionAnd
                                                   ThrowEvent()
                                                   + throwSequenceFinishedEvent()
                                                   + configure_orthogonal
                                                    runtime()
                                                   + configure_orthogonal
                                                   _runtime()
                                                   + configure_orthogonal()
                                                   + static_createStateReactor()
                                                   + static_createEventGenerator()
                                                   + static_createStateReactor
                                                   + initial_deep_construct()
                                                   + deep_construct()
                                                   + shallow_construct()
                                                   - entryStateInternal()
                                                    configure_orthogonal
                                                    _internal()
                                                        < StiFPatternForward1
                                                            < SS >, SS >
                          smacc2::SmaccState
                          < StiFPatternForward1
                                    < SS >, SS >
                          + 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()
                             sm_dance_bot_strikes
```

\_back::f\_pattern\_states ::StiFPatternForward1< SS >

+ runtimeConfigure() + staticConfigure()