```
smacc2::ISmaccState
# logger
# stateReactors
# eventGenerators
# parentState
# stateInfo
+ getStateMachine()
+ getName()
+ getParentState()
+ getNode()
+ getLogger()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ createEventGenerator()
+ postEvent()
+ postEvent()
+ notifyTransition()+ notifyTransitionFromTransition
TypeInfo()
+ getStateReactors()
+ getEventGenerators()
+ getOrthogonal()
+ getClientBehavior()
+ getEventGenerator()
+ getStateReactor()
                Δ
smacc2::SmaccState
< MostDerived, Context,
InnerInitial, historyMode >
+ finishStateThrown
+ smacc_inner_type
+ SmaccState()
+ SmaccState()
+ ~SmaccState()
+ getStateInfo()
+ getName()
+ 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()
```