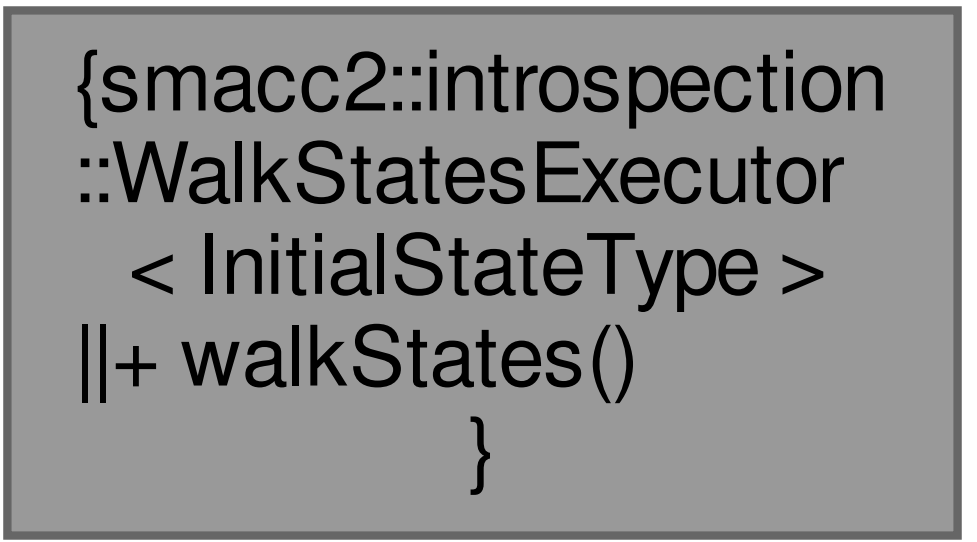
{smacc2::introspection
::WalkStatesExecutor
< InitialStateType >
||+ walkStates()
}