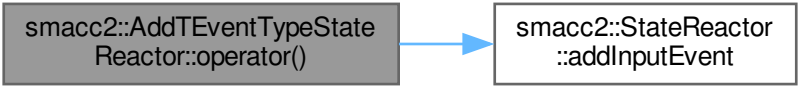
smacc2::AddTEventTypeState
Reactor::operator()
smacc2::StateReactor
::addInputEvent