smacc2::ISmaccState

+ node_
+ 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()
+ getEventGenerator()
+ getStateReactor()

boost::statechart::
simple_state< MostDerived,
Context, mpl::list<>, sc
::has_deep_history >

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()

< MsDanceBotRecoveryMode,
SmDanceBotStrikesBack >

boost::statechart::
simple_state< MsDanceBotRecovery
Mode, SmDanceBotStrikesBack,
mpl::list<>, sc::has_deep_history >

smacc2::SmaccState
< MsDanceBotRecoveryMode,
SmDanceBotStrikesBack >

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+ SmaccState()
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+ shallow_construct()
- entryStateInternal()
- configure_orthogonal
_internal()

sm_dance_bot_strikes
_back::MsDanceBotRecoveryMode