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
Type Info()
+ getStateReactors()
+ getEventGenerators()
+ getOrthogonal()
+ getClientBehavior()
+ 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()

< State2, $SmName$ >

boost::statechart::
simple_state< State2,
Context, mpl::list<>
, sc::has_deep_history >

smacc2::SmaccState
< State2, $SmName$ >

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sm_name::State2

+ runtimeConfigure()
+ onEntry()
+ onExit()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ staticConfigure()
+ staticConfigure()