```
# node
                           # logger_
                           # stateReactors
                           # eventGenerators_
                           # parentState_
                           # stateInfo
                           + getStateMachine()
                           + getName()
                           + getParentState()
                           + getNode()
                           + getLogger()
                                                                   boost::statechart::
                           + getClassName()
                                                                   simple_state< MostDerived,
                           + configure()
                                                                   Context, mpl::list<>, sc
                           + requiresComponent()
                                                                       ::has deep history >
                           + requiresClient()
                           + getGlobalSMData()
                           + setGlobalSMData()
                           + createStateReactor()
                           + createStateReactor()
                           + createEventGenerator()
                           + postEvent()
                           + postEvent()
                           + notifyTransition()
                           + notifyTransitionFromTransition
                           TypeInfo()
                           + getStateReactors()
                           + getEventGenerators()
                           + getOrthogonal()
                           + getEventGenerator()
                           + getStateReactor()
                                                   smacc2::SmaccState
                                                   < MostDerived, Context,
                                                       InnerInitial, historyMode >
                                                   + finishStateThrown
                                                   + smacc inner type
                                                   + SmaccState()
                                                   + SmaccState()
                                                   + ~SmaccState()
                                                   + getStateInfo()
                                                   + getName()
                                                   + getFullName()
                                                   + getShortName()
                                                   + getParentState()
                                                   + exit()
                                                   + runtimeConfigure()
boost::statechart::
                                                   + onEntry()
simple_state< StiFPatternForward1
                                                   + onExit()
< SS >, SS, mpl::list<>, sc
                                                   + getGlobalSMData()
       ::has_deep_history >
                                                   + 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()
                                                        < StiFPatternForward1
                                                            < SS >, SS >
                           smacc2::SmaccState
                           < StiFPatternForward1
                                    < SS >, SS >
                           + 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()
                         sm dance bot::f pattern
                          _states::StiFPatternForward1< SS >
```

+ runtimeConfigure()
+ staticConfigure()

smacc2::ISmaccState