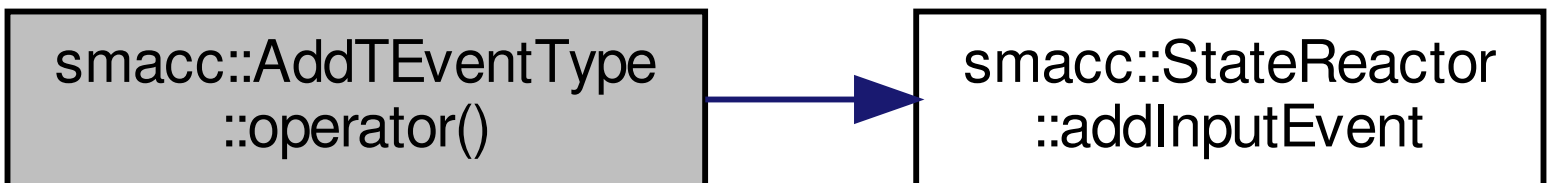
smacc::AddTEventType
::operator()
smacc::StateReactor
::addInputEvent