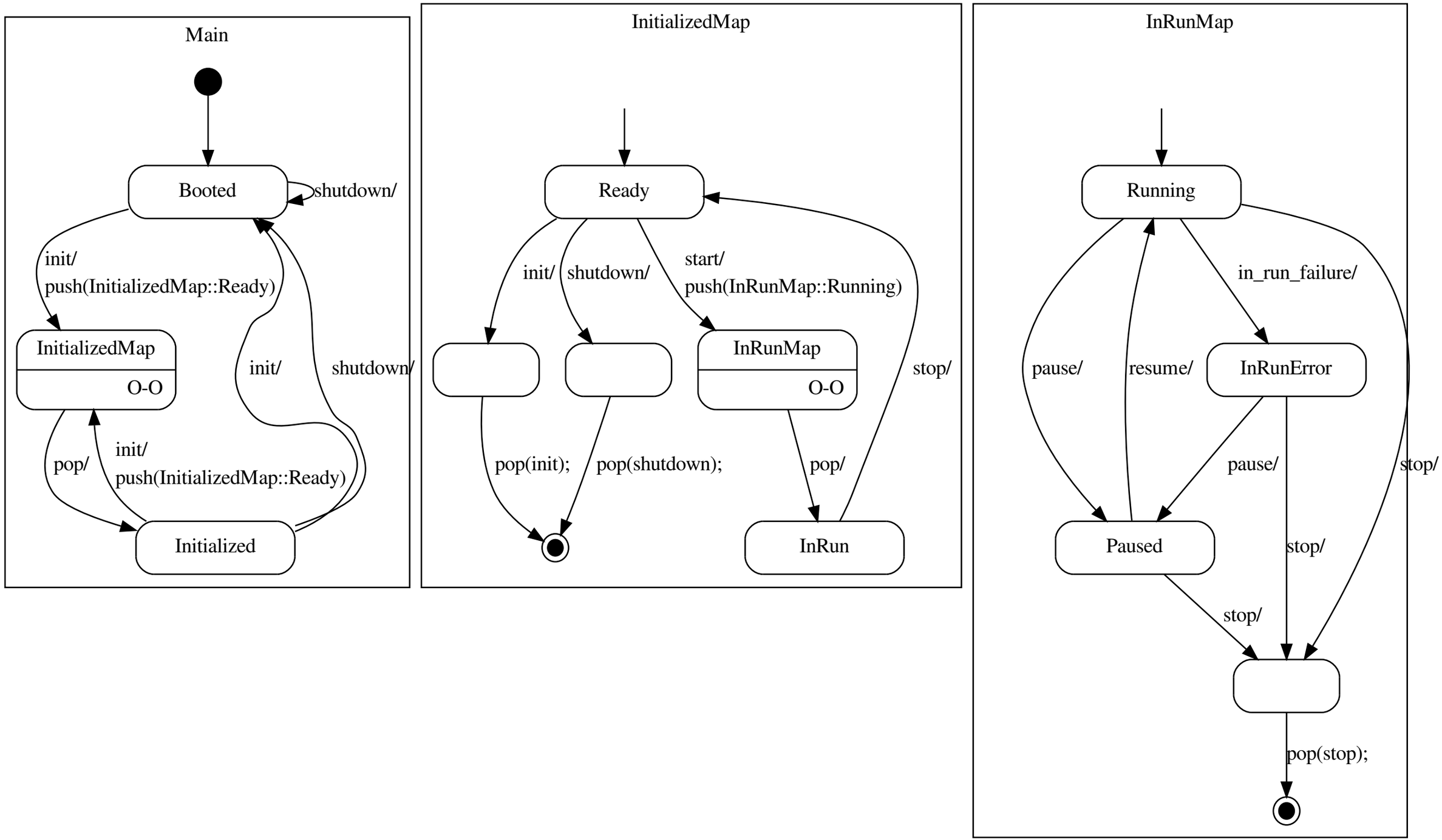
Main
Booted
shutdown/
init/
push(InitializedMap::Ready)
InitializedMap
O-O
init/
shutdown/
pop/
init/
push(InitializedMap::Ready)
Initialized
InitializedMap
Ready
init/
shutdown/
start/
push(InRunMap::Running)
InRunMap
O-O
stop/
pop(init);
pop(shutdown);
pop/
InRun
InRunMap
Running
in_run_failure/
pause/
resume/
InRunError
pause/
stop/
Paused
stop/
stop/
pop(stop);