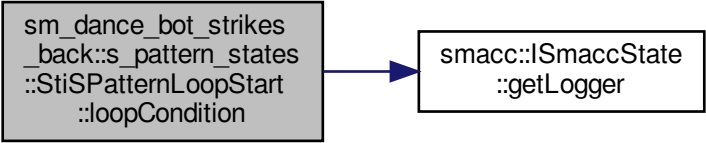


sm_dance_bot_strikes
_back::s_pattern_states
::StiSPatternLoopStart
::loopCondition



smacc::ISmaccState
::getLogger