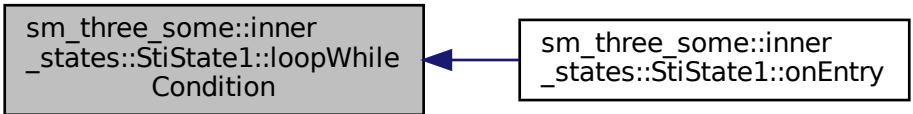
sm_three_some::inner
_states::StiState1::loopWhile
Condition
sm_three_some::inner
_states::StiState1::onEntry