

sm\_three\_some::inner  
\_states::StiState1::onEntry

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graph LR; A[sm_three_some::inner_states::StiState1::onEntry] --> B[smacc::SmaccState<StiState1, SS>::checkWhileLoopConditionAndThrowEvent]; A --> C[sm_three_some::inner_states::StiState1::loopWhileCondition];
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The diagram illustrates a state entry action, 'sm\_three\_some::inner\_states::StiState1::onEntry', which is represented in a grey box. This action branches into two subsequent actions, each in a white box. The first action is 'smacc::SmaccState<StiState1, SS>::checkWhileLoopConditionAndThrowEvent', and the second is 'sm\_three\_some::inner\_states::StiState1::loopWhileCondition'. Both actions are reached via blue arrows originating from the right side of the initial state entry box.

smacc::SmaccState<  
StiState1, SS >::checkWhile  
LoopConditionAndThrowEvent

sm\_three\_some::inner  
\_states::StiState1::loopWhile  
Condition