

sm_starcraft_ai::attack
_inner_states::StiAttack1
::onEntry

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graph LR; A[sm_starcraft_ai::attack_inner_states::StiAttack1::onEntry] --> B[smacc::SmaccState<StiAttack1, SS>::checkWhileLoopConditionAndThrowEvent]; A --> C[sm_starcraft_ai::attack_inner_states::StiAttack1::loopWhileCondition];
```

The diagram illustrates two transitions from a source state to target states. The source state is a gray box on the left, and the two target states are white boxes on the right. Blue arrows point from the source state to each of the target states.

smacc::SmaccState<
StiAttack1, SS >::checkWhile
LoopConditionAndThrowEvent

sm_starcraft_ai::attack
_inner_states::StiAttack1
::loopWhileCondition