

sm\_starcraft\_ai::inner  
\_states::StiState1::onEntry

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graph LR; A[sm_starcraft_ai::inner_states::StiState1::onEntry] --> B[smacc::SmaccState< StiState1, SS >::checkWhile LoopConditionAndThrowEvent]; A --> C[sm_starcraft_ai::inner_states::StiState1::loopWhile Condition];
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smacc::SmaccState<  
StiState1, SS >::checkWhile  
LoopConditionAndThrowEvent

sm\_starcraft\_ai::inner  
\_states::StiState1::loopWhile  
Condition