```
smacc::SmaccState<
                                      StiSPatternLoopStart,
                                      SS >::checkWhileLoopCondition
                                              AndThrowEvent
sm dance bot::s pattern
states::StiSPatternLoopStart
         ::onEntry
                                       sm_dance_bot::s_pattern
                                        states::StiSPatternLoopStart
                                              ::loopCondition
```