

sm\_starcraft\_ai::attack  
\_inner\_states::StiAttack1  
::loopWhileCondition



```
graph LR; A[sm_starcraft_ai::attack_inner_states::StiAttack1::onEntry] --> B[sm_starcraft_ai::attack_inner_states::StiAttack1::loopWhileCondition];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'sm\_starcraft\_ai::attack\_inner\_states::StiAttack1::loopWhileCondition'. The box on the right is white and contains the text 'sm\_starcraft\_ai::attack\_inner\_states::StiAttack1::onEntry'. A blue arrow points from the right box to the left box, indicating a transition or flow from the onEntry state to the loopWhileCondition state.

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