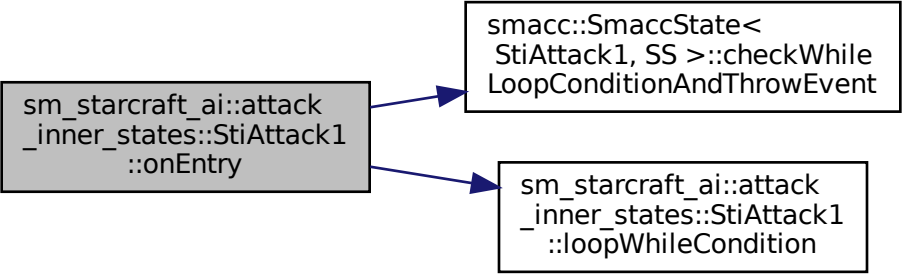


sm_starcraft_ai::attack
_inner_states::StiAttack1
::onEntry



```
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 a state transition from a function `sm_starcraft_ai::attack_inner_states::StiAttack1::onEntry` to two other functions. The source function is highlighted in a grey box, while the target functions are in white boxes. Two blue arrows originate from the right side of the source box and point to the left side of the two target boxes.

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

sm_starcraft_ai::attack
_inner_states::StiAttack1
::loopWhileCondition