

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];
```

A diagram showing a transition between two states. On the right is a white box with a black border containing the text 'sm_starcraft_ai::attack_inner_states::StiAttack1::onEntry'. On the left is a gray box with a black border containing the text 'sm_starcraft_ai::attack_inner_states::StiAttack1::loopWhileCondition'. A blue arrow points from the right box to the left box.

sm_starcraft_ai::attack
_inner_states::StiAttack1
::onEntry