```
smacc::SmaccState<
                               StiRadialLoopStart,
                               SS >::checkWhileLoopCondition
sm ridgeback floor
                                       AndThrowEvent
_coverage_static_1::
radial motion states
::StiRadialLoopStart::
                                    sm ridgeback floor
      onEntry
                                     coverage static 1::
                                    radial motion states
                                    ::StiRadialLoopStart::
```

loopWhileCondition