

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

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

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