

```
sm_starcraft_ai::build  
_inner_states::StiBuild1  
::loopWhileCondition
```



```
graph LR; A["sm_starcraft_ai::build  
_inner_states::StiBuild1  
::onEntry"] --> B["sm_starcraft_ai::build  
_inner_states::StiBuild1  
::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::build \_inner\_states::StiBuild1 ::onEntry". On the left is a gray box with a black border containing the text "sm\_starcraft\_ai::build \_inner\_states::StiBuild1 ::loopWhileCondition". A blue arrow points from the right box to the left box.

```
sm_starcraft_ai::build  
_inner_states::StiBuild1  
::onEntry
```