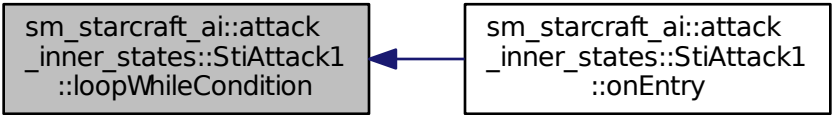


```
sm_starcraft_ai::attack  
_inner_states::StiAttack1  
::loopWhileCondition
```



```
graph LR; A[sm_starcraft_ai::attack  
_inner_states::StiAttack1  
::onEntry] --> B[sm_starcraft_ai::attack  
_inner_states::StiAttack1  
::loopWhileCondition];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow pointing from right to left. The right box is white with a black border and contains the text 'sm_starcraft_ai::attack', '_inner_states::StiAttack1', and '::onEntry' on three lines. The left box is gray with a black border and contains the text 'sm_starcraft_ai::attack', '_inner_states::StiAttack1', and '::loopWhileCondition' on three lines. A blue arrow points from the right box to the left box.

```
sm_starcraft_ai::attack  
_inner_states::StiAttack1  
::onEntry
```