```
smacc::SmaccState<
                                            StiRadialLoopStart,
                                            SS >::checkWhileLoopCondition
                                                    AndThrowEvent
sm dance bot 3::radial
motion states::StiRadialLoop
        Start::onEntry
                                            sm dance bot 3::radial
                                             motion_states::StiRadialLoop
Start::loopWhileCondition
```