

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



```
graph LR; A[sm_starcraft_ai::build_inner_states::StiBuild1::onEntry] --> B[sm_starcraft_ai::build_inner_states::StiBuild1::loopWhileCondition];
```

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