

sm_starcraft_ai::attack
_inner_states::StiAttack1
::onEntry



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

sm_starcraft_ai::attack
_inner_states::StiAttack1
::loopWhileCondition