

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