

```
sm_starcraft_ai::move  
_inner_states::StiMove1  
::loopWhileCondition
```



```
graph LR; A["sm_starcraft_ai::move  
_inner_states::StiMove1  
::onEntry"] --> B["sm_starcraft_ai::move  
_inner_states::StiMove1  
::loopWhileCondition"]
```

A diagram showing a transition between two states. On the right is a white box with a black border containing the text "sm\_starcraft\_ai::move \_inner\_states::StiMove1 ::onEntry". A blue arrow points from this box to a gray box on the left with a black border containing the text "sm\_starcraft\_ai::move \_inner\_states::StiMove1 ::loopWhileCondition".

```
sm_starcraft_ai::move  
_inner_states::StiMove1  
::onEntry
```