

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



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

A diagram showing a call from the `onEntry` method to the `loopWhileCondition` method. The `onEntry` method is in a white box on the right, and the `loopWhileCondition` method is in a gray box on the left. A blue arrow points from the `onEntry` box to the `loopWhileCondition` box.

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