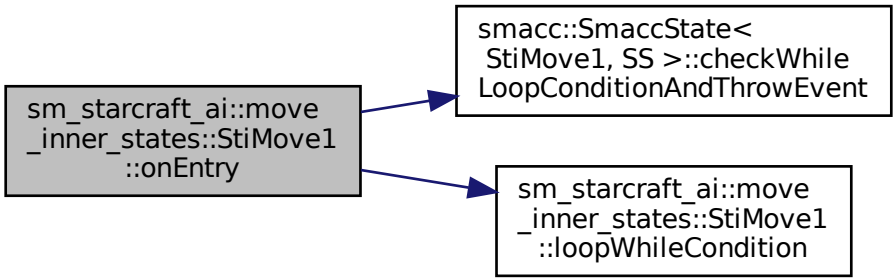
sm_starcraft_ai::move
_inner_states::StiMove1
::onEntry
smacc::SmaccState<
StiMove1, SS >::checkWhile
LoopConditionAndThrowEvent
sm_starcraft_ai::move
_inner_states::StiMove1
::loopWhileCondition