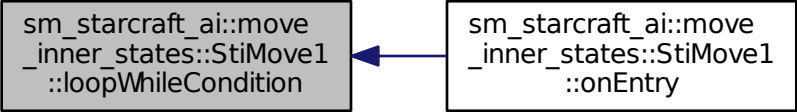


```
sm_starcraft_ai::move  
_inner_states::StiMove1  
::loopWhileCondition
```



```
graph LR; A[sm_starcraft_ai::move_inner_states::StiMove1::onEntry] --> B[sm_starcraft_ai::move_inner_states::StiMove1::loopWhileCondition];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'sm\_starcraft\_ai::move\_inner\_states::StiMove1::loopWhileCondition'. The box on the right is white and contains the text 'sm\_starcraft\_ai::move\_inner\_states::StiMove1::onEntry'. A blue arrow points from the right box to the left box, indicating a transition or flow from the 'onEntry' state to the 'loopWhileCondition' state.

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