

sm_starcraft_ai::attack
_inner_states::StiAttack1
::onEntry

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graph LR; A["sm_starcraft_ai::attack_inner_states::StiAttack1::onEntry"] --> B["smacc::SmaccState< StiAttack1, SS >::checkWhileLoopConditionAndThrowEvent"]; A --> C["sm_starcraft_ai::attack_inner_states::StiAttack1::loopWhileCondition"]
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smacc::SmaccState<
StiAttack1, SS >::checkWhile
LoopConditionAndThrowEvent

sm_starcraft_ai::attack
_inner_states::StiAttack1
::loopWhileCondition