

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



```
graph LR; A["sm_starcraft_ai::build  
_inner_states::StiBuild1  
::onEntry"] --> B["sm_starcraft_ai::build  
_inner_states::StiBuild1  
::loopWhileCondition"]
```

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