```
smacc::SmaccState <
StiSPatternLoopStart,
SS >::checkWhileLoopCondition
AndThrowEvent

_coverage_static_1::
s_pattern_states::StiSPattern
LoopStart::onEntry

sm_ridgeback_floor
_coverage_static_1::
```

s\_pattern\_states::StiSPattern LoopStart::loopCondition