```
smacc::SmaccState<
                                 StiSPatternLoopStart,
                                 SS >::checkWhileLoopCondition
                                        AndThrowEvent
sm dance bot strikes
back::s pattern states
::StiSPatternLoopStart
       ::onEntry
                                    sm dance bot strikes
                                     back::s pattern states
                                     ::StiSPatternLoopStart
```

::loopCondition