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

sm_dance_bot_strikes
back::radial_motion
_states::StiRadialLoopStart
::onEntry

sm_dance_bot_strikes
back::radial_motion
```

states::StiRadialLoopStart ::loopWhileCondition