

sm_starcraft_ai::attack
_inner_states::StiAttack1
::onEntry

```
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];
```

smacc::SmaccState<
StiAttack1, SS >::checkWhile
LoopConditionAndThrowEvent

sm_starcraft_ai::attack
_inner_states::StiAttack1
::loopWhileCondition