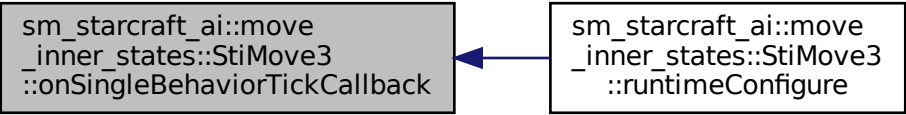


```
sm_starcraft_ai::move  
_inner_states::StiMove3  
::onSingleBehaviorTickCallback
```



```
graph LR; A["sm_starcraft_ai::move  
_inner_states::StiMove3  
::runtimeConfigure"] --> B["sm_starcraft_ai::move  
_inner_states::StiMove3  
::onSingleBehaviorTickCallback"]
```

A diagram showing a call from the `runtimeConfigure` method to the `onSingleBehaviorTickCallback` method. The `runtimeConfigure` method is in a white box on the right, and the `onSingleBehaviorTickCallback` method is in a grey box on the left. A blue arrow points from the `runtimeConfigure` box to the `onSingleBehaviorTickCallback` box.

```
sm_starcraft_ai::move  
_inner_states::StiMove3  
::runtimeConfigure
```