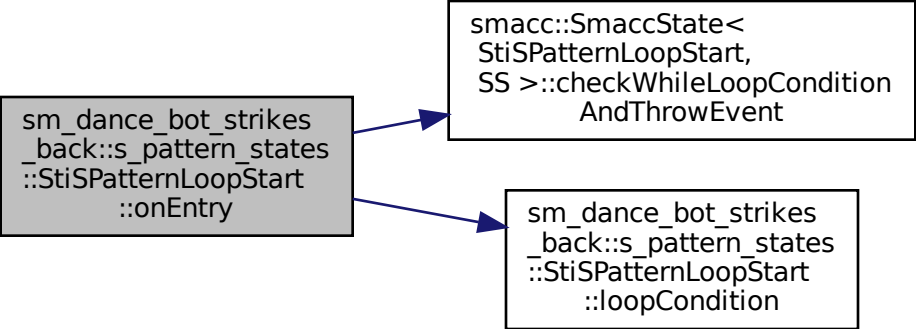


sm_dance_bot_strikes
_back::s_pattern_states
::StiSPatternLoopStart
::onEntry



```
graph LR; A["sm_dance_bot_strikes  
_back::s_pattern_states  
::StiSPatternLoopStart  
::onEntry"] --> B["smacc::SmaccState<  
StiSPatternLoopStart,  
SS >::checkWhileLoopCondition  
AndThrowEvent"]; A --> C["sm_dance_bot_strikes  
_back::s_pattern_states  
::StiSPatternLoopStart  
::loopCondition"]
```

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

sm_dance_bot_strikes
_back::s_pattern_states
::StiSPatternLoopStart
::loopCondition