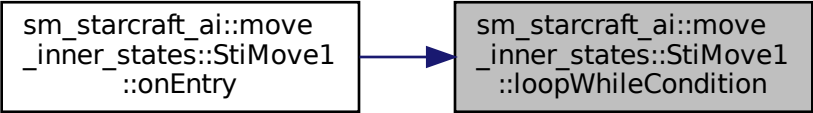


sm\_starcraft\_ai::move  
\_inner\_states::StiMove1  
::onEntry



```
graph LR; A[sm_starcraft_ai::move_inner_states::StiMove1::onEntry] --> B[sm_starcraft_ai::move_inner_states::StiMove1::loopWhileCondition];
```

sm\_starcraft\_ai::move  
\_inner\_states::StiMove1  
::loopWhileCondition