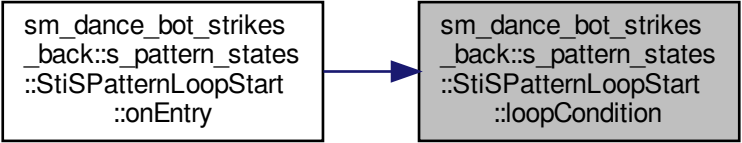


```
sm_dance_bot_strikes  
_back::s_pattern_states  
::StiSPatternLoopStart  
::onEntry
```



A diagram showing a transition between two states. The left state is white and contains the text 'sm_dance_bot_strikes', '_back::s_pattern_states', '::StiSPatternLoopStart', and '::onEntry'. A blue arrow points from this state to a gray state on the right. The gray state contains the text 'sm_dance_bot_strikes', '_back::s_pattern_states', '::StiSPatternLoopStart', and '::loopCondition'.

```
sm_dance_bot_strikes  
_back::s_pattern_states  
::StiSPatternLoopStart  
::loopCondition
```