

sm\_dance\_bot\_warehouse  
\_2::radial\_motion\_states  
::StiRadialLoopStart::loopWhile  
Condition



```
graph LR; A["sm_dance_bot_warehouse_2::radial_motion_states::StiRadialLoopStart::loopWhileCondition"] --> B["smacc2::ISmaccState::getLogger"]
```

A diagram showing a call from a state to a method. On the left, a grey rectangular box contains the text 'sm\_dance\_bot\_warehouse\_2::radial\_motion\_states::StiRadialLoopStart::loopWhileCondition'. A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text 'smacc2::ISmaccState::getLogger'.

smacc2::ISmaccState  
::getLogger