

sm\_dance\_bot\_strikes  
\_back::s\_pattern\_states  
::StiSPatternLoopStart  
::loopCondition



```
graph LR; A["sm_dance_bot_strikes  
_back::s_pattern_states  
::StiSPatternLoopStart  
::loopCondition"] --> B["smacc2::ISmaccState  
::getLogger"]
```

A diagram showing a call from a state to a method. On the left, a gray box contains the text: sm\_dance\_bot\_strikes, \_back::s\_pattern\_states, ::StiSPatternLoopStart, and ::loopCondition. A blue arrow points from this box to a white box on the right. The white box contains the text: smacc2::ISmaccState and ::getLogger.

smacc2::ISmaccState  
::getLogger