

sm\_dance\_bot\_warehouse  
\_3::radial\_motion\_states  
::StiRadialLoopStart::loopWhile  
Condition



```
graph LR; A["sm_dance_bot_warehouse_3::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 box contains the text "sm\_dance\_bot\_warehouse\_3::radial\_motion\_states::StiRadialLoopStart::loopWhileCondition". A blue arrow points from this box to a white box on the right. The white box contains the text "smacc2::ISmaccState::getLogger".

smacc2::ISmaccState  
::getLogger