

sm_dance_bot_strikes
_back::radial_motion
_states::StiRadialLoopStart
::loopWhileCondition



```
graph LR; A["sm_dance_bot_strikes  
_back::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_strikes, _back::radial_motion, _states::StiRadialLoopStart, and ::loopWhileCondition. 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