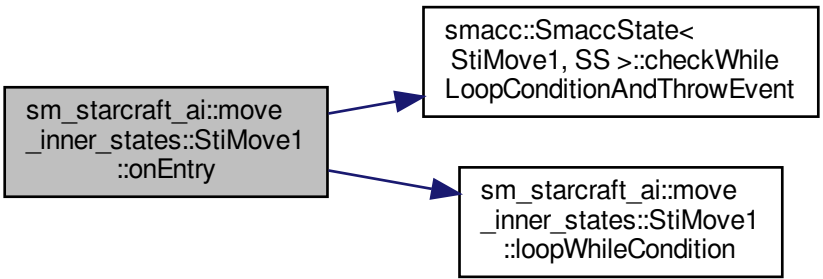


sm_starcraft_ai::move
_inner_states::StiMove1
::onEntry



```
graph LR; A[sm_starcraft_ai::move _inner_states::StiMove1 ::onEntry] --> B[smacc::SmaccState< StiMove1, SS >::checkWhile LoopConditionAndThrowEvent]; A --> C[sm_starcraft_ai::move _inner_states::StiMove1 ::loopWhileCondition];
```

smacc::SmaccState<
StiMove1, SS >::checkWhile
LoopConditionAndThrowEvent

sm_starcraft_ai::move
_inner_states::StiMove1
::loopWhileCondition