

sm\_starcraft\_ai::move  
\_inner\_states::StiMove1  
::onEntry

```
graph LR; A[sm_starcraft_ai::move_inner_states::StiMove1::onEntry] --> B[smacc::SmaccState<StiMove1, SS>::checkWhileLoopConditionAndThrowEvent]; A --> C[sm_starcraft_ai::move_inner_states::StiMove1::loopWhileCondition];
```

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

sm\_starcraft\_ai::move  
\_inner\_states::StiMove1  
::loopWhileCondition