

sm_dance_bot::s_pattern
_states::StiSPatternLoopStart
::onEntry

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graph LR; A[sm_dance_bot::s_pattern_states::StiSPatternLoopStart::onEntry] --> B[smacc::SmaccState<StiSPatternLoopStart, SS>::checkWhileLoopConditionAndThrowEvent]; A --> C[sm_dance_bot::s_pattern_states::StiSPatternLoopStart::loopCondition];
```

smacc::SmaccState<
StiSPatternLoopStart,
SS >::checkWhileLoopCondition
AndThrowEvent

sm_dance_bot::s_pattern
_states::StiSPatternLoopStart
::loopCondition