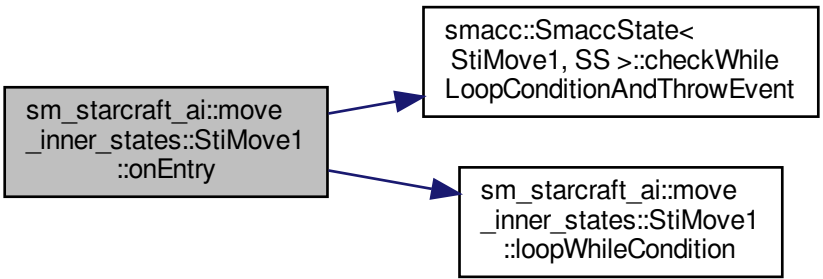


sm\_starcraft\_ai::move  
\_inner\_states::StiMove1  
::onEntry



```
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