

sm\_dance\_bot\_2::s\_pattern  
\_states::StiSPatternLoopStart  
::onEntry

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graph LR; A[sm_dance_bot_2::s_pattern_states::StiSPatternLoopStart::onEntry] --> B[smacc::SmaccState< StiSPatternLoopStart, SS >::checkWhileLoopCondition AndThrowEvent]; A --> C[sm_dance_bot_2::s_pattern_states::StiSPatternLoopStart::loopCondition];
```

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

sm\_dance\_bot\_2::s\_pattern  
\_states::StiSPatternLoopStart  
::loopCondition