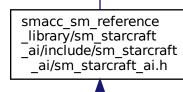
```
smacc_sm_reference
_library/sm_starcraft
_ai/include/sm_starcraft
_ai/mode_states/ms_run.h
```



smacc\_sm\_reference \_library/sm\_starcraft \_ai/src/sm\_starcraft\_ai node.cpp