```
smacc_sm_reference
_library/sm_starcraft
_ai/include/sm_starcraft
_ai/states/st_observe.h
```

smacc\_sm\_reference \_library/sm\_starcraft \_ai/include/sm\_starcraft \_ai/sm\_starcraft\_ai.h

smacc\_sm\_reference library/sm\_starcraft

> ai/src/sm\_starcraft\_ai node.cpp