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graph BT; A["smacc_sm_reference_library/sm_starcraft_ai/src/sm_starcraft_ai_node.cpp"] --> B["smacc_sm_reference_library/sm_starcraft_ai/include/sm_starcraft_ai/sm_starcraft_ai.h"]; B --> C["smacc_sm_reference_library/sm_starcraft_ai/include/sm_starcraft_ai/superstates/ss_attack.h"]; C --> D["smacc_sm_reference_library/sm_starcraft_ai/include/sm_starcraft_ai/states/attack_inner_states/sti_attack_1.h"]
```

smacc\_sm\_reference  
\_library/sm\_starcraft  
\_ai/include/sm\_starcraft  
\_ai/states/attack\_inner  
\_states/sti\_attack\_1.h

smacc\_sm\_reference  
\_library/sm\_starcraft  
\_ai/include/sm\_starcraft  
\_ai/superstates/ss\_attack.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