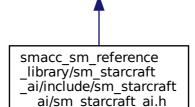
```
smacc_sm_reference
_library/sm_starcraft
_ai/include/sm_starcraft
_ai/orthogonals/or_keyboard.h
```



smacc_sm_reference _library/sm_starcraft _ai/src/sm_starcraft_ai _node.cpp