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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