

```
graph BT; A["smacc_sm_reference  
_library/sm_starcraft  
_ai/include/sm_starcraft  
_ai/states/move_inner_states  
_sti_move_1.h"] --> B["smacc_sm_reference  
_library/sm_starcraft  
_ai/include/sm_starcraft  
_ai/superstates/ss_move.h"]; B --> C["smacc_sm_reference  
_library/sm_starcraft  
_ai/include/sm_starcraft  
_ai/sm_starcraft_ai.h"]; C --> D["smacc_sm_reference  
_library/sm_starcraft  
_ai/src/sm_starcraft_ai  
_node.cpp"]
```

smacc_sm_reference
_library/sm_starcraft
_ai/include/sm_starcraft
_ai/states/move_inner_states
_sti_move_1.h

smacc_sm_reference
_library/sm_starcraft
_ai/include/sm_starcraft
_ai/superstates/ss_move.h

smacc_sm_reference
_library/sm_starcraft
_ai/include/sm_starcraft
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smacc_sm_reference
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_node.cpp