

```
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/mode_states/ms_run.h"]
```

smacc\_sm\_reference  
\_library/sm\_starcraft  
\_ai/include/sm\_starcraft  
\_ai/mode\_states/ms\_run.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