```
smacc sm reference
_library/sm_starcraft
_ai/include/sm_starcraft
_ai/superstates/ss_move.h
```

move 1.h

sm starcraft ai/states sm starcraft ai/states sm starcraft ai/states /move\_inner\_states/sti /move\_inner\_states/sti /move\_inner\_states/sti move 2.h move 3.h