

```
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  
\_ai/sm\_starcraft\_ai.h

smacc\_sm\_reference  
\_library/sm\_starcraft  
\_ai/src/sm\_starcraft\_ai  
\_node.cpp