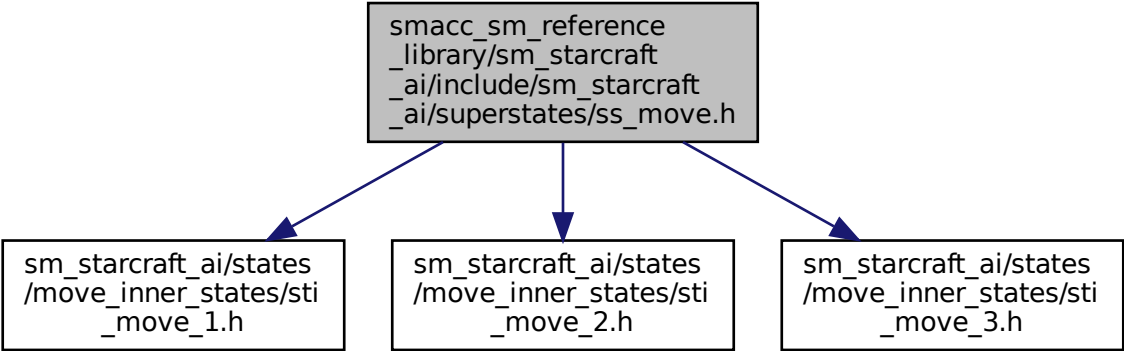


smacc\_sm\_reference  
\_library/sm\_starcraft  
\_ai/include/sm\_starcraft  
\_ai/superstates/ss\_move.h



```
graph TD; A["smacc_sm_reference_library/sm_starcraft_ai/include/sm_starcraft_ai/superstates/ss_move.h"] --> B["sm_starcraft_ai/states/move_inner_states/sti_move_1.h"]; A --> C["sm_starcraft_ai/states/move_inner_states/sti_move_2.h"]; A --> D["sm_starcraft_ai/states/move_inner_states/sti_move_3.h"];
```

sm\_starcraft\_ai/states  
/move\_inner\_states/sti  
\_move\_1.h

sm\_starcraft\_ai/states  
/move\_inner\_states/sti  
\_move\_2.h

sm\_starcraft\_ai/states  
/move\_inner\_states/sti  
\_move\_3.h