```
smacc_sm reference
 library/sm dance bot
 strikes back/include
/sm dance bot strikes back
/states/f pattern states/sti
      fpattern rotate 2.h
smacc sm reference
 library/sm dance bot
 strikes back/include
/sm dance bot strikes back
/superstates/ss f pattern 1.h
smacc sm reference
library/sm dance bot
strikes back/include
/sm dance bot strikes back
/sm dance bot strikes back.h
smacc sm reference
 library/sm dance bot
  strikes back/src/sm dance
     bot strikes back.cpp
```