

```
graph BT; A["smacc_sm_reference  
_library/sm_starcraft  
_ai/include/sm_starcraft  
_ai/mode_states/ms_run.h"] --> 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/src/sm_starcraft_ai  
_node.cpp"]
```

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