


```
sm_fetch_six_table  
_pick_n_sort_1::pick  
_states::StCloseGripper  
::runtimeConfigure
```



A diagram showing a transition between two states. On the left is a white box containing text about a gripper state. A blue arrow points from this box to a gray box on the right, which contains text about a perception system state.

```
sm_fetch_six_table  
_pick_n_sort_1::cl_perception  
_system::ClPerceptionSystem  
::getTargetCurrentCubeInfo
```