```
sm_fetch_two_table
_pick_n_place_1::cl
_perception_system::ClPerception
    System::decidePlacePose

sm_fetch_two_table
_pick_n_place_1::cl
_perception_system::ClPerception
    System::getCurrentTable

smacc::ISmaccComponent
    ::requiresComponent

sm_fetch_two_table
_whiskey_pour::StBringBottle
BackNavigateSourceTable::
    runtimeConfigure

sm_fetch_two_table
_whiskey_pour::StNavigateTo          smacc::ISmaccClient
DestinyTable::runtimeConfigure          ::requiresClient

sm_fetch_six_table
_pick_n_sort_1::StNavigate
ToDestinyTable::runtimeConfigure

sm_fetch_six_table
_pick_n_sort_1::StNavigate
ToSourceTable::runtimeConfigure

sm_fetch_two_table
_whiskey_pour::StNavigateTo
SourceTable::runtimeConfigure

sm_fetch_six_table
_pick_n_sort_1::StNavigation
TableRetreat::staticConfigure
```