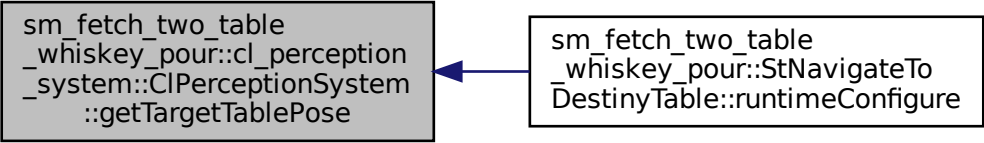


```
sm_fetch_two_table  
_whiskey_pour::cl_perception  
_system::CIPerceptionSystem  
::getTargetTablePose
```



A diagram showing a call from a function in the StNavigateTo module to a function in the CIPerceptionSystem module. A blue arrow points from the right box to the left box.

```
sm_fetch_two_table  
_whiskey_pour::StNavigateTo  
DestinyTable::runtimeConfigure
```