

sm\_fetch\_six\_table  
\_pick\_n\_sort\_1::place  
\_states::StMovePrePlacePose  
::runtimeConfigure

```
graph LR; A["sm_fetch_six_table  
_pick_n_sort_1::place  
_states::StMovePrePlacePose  
::runtimeConfigure"] --> B["sm_fetch_six_table  
_pick_n_sort_1::cl_perception  
_system::ClPerceptionSystem  
::decidePrePlacePose"]; A --> C["smacc::ISmaccState  
::requiresClient"]
```

The diagram illustrates a state transition. A grey box on the left represents an initial state, which transitions via two arrows to two white boxes on the right. The top white box represents a state where a perception system is used to decide a pre-place pose, and the bottom white box represents a state where a client is required.

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\_system::ClPerceptionSystem  
::decidePrePlacePose

smacc::ISmaccState  
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