


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



A diagram showing a transition from a gripper state to a perception system state. A blue arrow points from the left box to the right box.

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