

sm\_fetch\_six\_table  
\_pick\_n\_sort\_1::StNavigate  
ToDestinyTable::runtimeConfigure

sm\_fetch\_six\_table  
\_pick\_n\_sort\_1::cl\_perception  
\_system::ClPerceptionSystem  
::decidePickCubePose

sm\_fetch\_six\_table  
\_pick\_n\_sort\_1::pick  
\_states::StMovePregraspPose  
::runtimeConfigure

sm\_fetch\_six\_table  
\_pick\_n\_sort\_1::StNavigate  
ToSourceTable::runtimeConfigure

