

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

```
graph LR; A["sm_fetch_two_table  
_pick_n_place_1::cl  
_perception_system::ClPerception  
System::decidePlacePose"] --> B["smacc::ISmaccClient  
::GetComponent"]; A --> C["cl_move_base_z::Pose  
::toPoseMsg"]
```

smacc::ISmaccClient
::GetComponent

cl_move_base_z::Pose
::toPoseMsg