

```
graph LR; A["sm_fetch_six_table  
_pick_n_sort_1::cl_move  
_group_interface::CpConstraint  
VirtualSideWall::createVirtualCollisionWalls"] --> B["sm_fetch_six_table  
_pick_n_sort_1::cl_move  
_group_interface::CpConstraint  
VirtualSideWall::createCollisionBox"]
```

sm\_fetch\_six\_table  
\_pick\_n\_sort\_1::cl\_move  
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