


```
sm_fetch_two_table  
_whiskey_pour::pick  
_states::StMovePregraspPose  
::runtimeConfigure
```



A diagram showing a transition from a state to a function call. On the left, a white box with a black border contains the state definition. A blue arrow points from this box to a gray box on the right, which contains the function call. The gray box has a black border and a light gray fill.

```
sm_fetch_two_table  
_whiskey_pour::cl_perception  
_system::ClPerceptionSystem  
::computePregraspPoseFromCubePose
```