

```
sm_fetch_six_table  
_pick_n_sort_1::cl_perception  
_system::ClPerceptionSystem  
::decidePlacePose
```



A diagram showing a call from a perception system to a smacc client. On the left, a gray box contains the code for a function call: `sm_fetch_six_table`, `_pick_n_sort_1::cl_perception`, `_system::ClPerceptionSystem`, and `::decidePlacePose`. A blue arrow points from this box to a white box on the right. The white box contains the code for a function call: `smacc::ISmaccClient` and `::GetComponent`.

```
smacc::ISmaccClient  
::GetComponent
```