

```
sm_fetch_screw_loop  
_1::cl_perception_system  
::ClPerceptionSystem::decidePlacePose
```



A diagram showing a call from a function to a component. On the left, a gray box contains the text 'sm\_fetch\_screw\_loop', '\_1::cl\_perception\_system', and '::ClPerceptionSystem::decidePlacePose'. A blue arrow points from the right side of this box to a white box on the right. The white box contains the text 'smacc::ISmaccClient' and '::GetComponent'.

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