



```
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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VirtualSideWall::createVirtualCollisionWalls

sm_fetch_six_table
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