sm\_fetch\_two\_table \_pick\_n\_place\_1::StForward NextTable::configureForwardBehavior sm\_fetch\_two\_table \_pick\_n\_place\_1::StForward NextTable::runtimeConfigure sm\_fetch\_two\_table \_pick\_n\_place\_1::StForward NextTable::configureGlobalNavigation sm\_fetch\_two\_table \_whiskey\_pour::cl\_perception \_system::ClPerceptionSystem ::decidePlacePose sm\_fetch\_six\_table \_pick\_n\_sort\_1::cl\_perception \_system::ClPerceptionSystem ::decidePlacePose sm\_fetch\_screw\_loop \_1::cl\_perception\_system ::CIPerceptionSystem::decidePlacePose sm\_fetch\_two\_table \_pick\_n\_place\_1::cl \_perception\_system::ClPerception System::decidePlacePose cl move base z::CbNavigate GlobalPosition::execute cl\_move\_base\_z::CbNavigate Global Position::on Entry sm\_fetch\_two\_table \_pick\_n\_place 1::cl perception system::CIPerception System::getCurrentTable sm dance bot strikes back::f\_pattern\_states ::StiFPatternStartLoop ::loopCondition cl\_move\_base\_z::CbUndoPath Backwards2::onEntry cl move base z::CbUndoPath Backwards::onEntry cl move base z::CbRotate ::onEntry smacc::ISmaccClient ::getComponent cl\_move\_base\_z::CbNavigate Backwards::onEntry cl move base z::CbAbsolute Rotate::onEntry cl\_move\_base\_z::CbNavigate Forward::onEntry sm dance bot::radial \_motion\_states::StiRadialReturn ::onExit cl move base z::CbUndoPath Backwards2::onExit cl move base z::CbNavigate NextWaypoint::onEntry cl\_move\_base\_z::CbUndoPath Backwards::onExit smacc::ISmaccComponent ::postEvent sm\_fetch\_two\_table \_pick\_n\_place\_1::StRotate180 ::runtimeConfigure sm\_dance\_bot\_strikes \_back::radial\_motion \_states::StiRadialEndPoint ::runtimeConfigure sm\_dance\_bot\_strikes \_back::f\_pattern\_states ::StiFPatternForward1:: runtimeConfigure sm\_dance\_bot\_strikes \_back::SS5::Ss5Pattern1 ::runtimeConfigure sm\_dance\_bot\_strikes \_back::SS4::SsFPattern1 ::runtimeConfigure cl\_move\_base\_z::Waypoint Navigator::sendNextGoal sm\_fetch\_six\_table \_pick\_n\_sort\_1::StNavigation

TableRetreat::staticConfigure