


```
sm_fetch_two_table  
_whiskey_pour::pick  
_states::StCloseGripper  
::runtimeConfigure
```



A diagram showing a transition from a state to a perception system. A blue arrow points from the left box to the right box.

```
sm_fetch_two_table  
_whiskey_pour::cl_perception  
_system::ClPerceptionSystem  
::getTargetCurrentCubeInfo
```