

sm\_fetch\_six\_table  
\_pick\_n\_sort\_1::place  
\_states::StMovePrePlacePose  
::runtimeConfigure

```
graph LR; A["sm_fetch_six_table  
_pick_n_sort_1::place  
_states::StMovePrePlacePose  
::runtimeConfigure"] --> B["sm_fetch_six_table  
_pick_n_sort_1::cl_perception  
_system::ClPerceptionSystem  
::decidePrePlacePose"]; A --> C["smacc::ISmaccState  
::requiresClient"]
```

The diagram illustrates a state transition. A grey box on the left represents an initial state, and two white boxes on the right represent possible next states. Blue arrows indicate the transitions from the grey box to each of the white boxes.

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\_pick\_n\_sort\_1::cl\_perception  
\_system::ClPerceptionSystem  
::decidePrePlacePose

smacc::ISmaccState  
::requiresClient