

sm_fetch_six_table
_pick_n_sort_1::StNavigate
ToDestinyTable::runtimeConfigure

sm_fetch_six_table
_pick_n_sort_1::cl_perception
_system::ClPerceptionSystem
::decidePickCubePose

sm_fetch_six_table
_pick_n_sort_1::pick
_states::StMovePregraspPose
::runtimeConfigure

sm_fetch_six_table
_pick_n_sort_1::StNavigate
ToSourceTable::runtimeConfigure

