

```
sm_fetch_six_table  
_pick_n_sort_1::cl_perception  
_system::CIPerceptionSystem  
::decidePlacePose
```



A diagram showing a call from a perception system to a smacc client. On the left, a gray box contains the code snippet. A blue arrow points from the right side of this box to the left side of a white box on the right. The white box contains the code snippet for the smacc client's getComponent method.

```
smacc::ISmaccClient  
::getComponent
```