sm fetch two table whiskey pour::StNavigateTo Destiny Table::runtimeConfigure

sm fetch two table

whiskey_pour::pick states::StMovePregraspPose ::runtimeConfigure

sm fetch two table

_whiskey_pour::cl_perception _system::ClPerceptionSystem

::decidePickCubePose

sm fetch two table whiskey pour::StNavigateTo SourceTable::runtimeConfigure