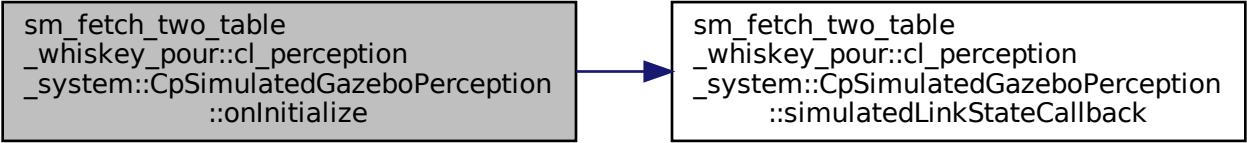


```
sm_fetch_two_table  
_whiskey_pour::cl_perception  
_system::CpSimulatedGazeboPerception  
::onInitialize
```



A diagram showing a transition between two states. On the left is a gray rectangular box containing the text 'sm_fetch_two_table', '_whiskey_pour::cl_perception', '_system::CpSimulatedGazeboPerception', and '::onInitialize'. A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text 'sm_fetch_two_table', '_whiskey_pour::cl_perception', '_system::CpSimulatedGazeboPerception', and '::simulatedLinkStateCallback'.

```
sm_fetch_two_table  
_whiskey_pour::cl_perception  
_system::CpSimulatedGazeboPerception  
::simulatedLinkStateCallback
```