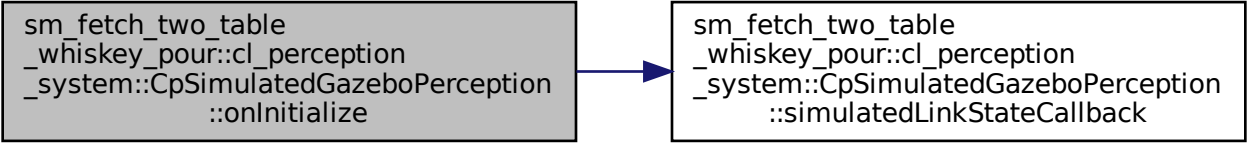


```
sm_fetch_two_table  
_whiskey_pour::cl_perception  
_system::CpSimulatedGazeboPerception  
::onInitialize
```



A diagram showing a transition from an initial state (left box) to a final state (right box). The left box is shaded gray and contains the text: `sm_fetch_two_table`, `_whiskey_pour::cl_perception`, `_system::CpSimulatedGazeboPerception`, and `::onInitialize`. The right box is white and contains the text: `sm_fetch_two_table`, `_whiskey_pour::cl_perception`, `_system::CpSimulatedGazeboPerception`, and `::simulatedLinkStateCallback`. A blue arrow points from the right side of the left box to the left side of the right box.

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