

```
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 this box to a white box on the right, which contains the smacc client code snippet.

```
smacc::ISmaccClient  
::GetComponent
```