```
sm_fetch_six_table
_pick_n_sort_1::cl_perception
_system::ClPerceptionSystem
::computePregraspPoseFromCubePose

sm_fetch_six_table
_pick_n_sort_1::cl_perception

sm_fetch_six_table
_pick_n_sort_1::cl_perception
```

states::StMovePregraspPose

::runtimeConfigure

smacc::ISmaccState ::requiresClient

system::CIPerceptionSystem

::decidePickCubePose