

```
sm_fetch_screw_loop  
_1::cl_perception_system  
::ClPerceptionSystem::decidePlacePose
```



A diagram showing a call from a function to a component. On the left, a gray rectangular box contains the text: `sm_fetch_screw_loop`, `_1::cl_perception_system`, and `::ClPerceptionSystem::decidePlacePose`. 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: `smacc::ISmaccClient` and `::GetComponent`.

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