

```
sm_fetch_six_table
_pick_n_sort_1::cl_perception
_system::CpSimulatedGazeboPerception
::onInitialize
```



A diagram showing a transition between two states. On the left, a gray rectangular box contains the text for the 'onInitialize' state. A blue arrow points from this box to a white rectangular box on the right, which contains the text for the 'simulatedLinkStateCallback' state. Both boxes have a black border and contain the same code structure, with only the final method name differing.

```
sm_fetch_six_table
_pick_n_sort_1::cl_perception
_system::CpSimulatedGazeboPerception
::simulatedLinkStateCallback
```