

```
sm_fetch_two_table  
_whiskey_pour::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 text 'sm_fetch_two_table', '_whiskey_pour::cl_perception', '_system::CIPerceptionSystem', and '::decidePlacePose'. A blue arrow points from the right side of this box to the left side of a white box on the right. The white box contains the text 'smacc::ISmaccClient' and '::GetComponent'.

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