```
smacc_sm reference
library/sm fetch two
table pick n place 1
/include/sm fetch two table
pick n place 1/states/st
       rotate180.h
```

smacc sm reference library/sm fetch two table_pick_n_place_1 /include/sm fetch two table pick n place 1/sm fetch two table pick n place 1.h

smacc sm reference library/sm fetch two table_pick_n_place_1 /src/sm fetch two table

pick n place 1 node.cpp