


```
sm_fetch_two_table  
_whiskey_pour::pick  
_states::StCloseGripper  
::runtimeConfigure
```



A diagram showing a transition from a state to a perception system. On the left, a white box contains the text 'sm\_fetch\_two\_table', '\_whiskey\_pour::pick', '\_states::StCloseGripper', and '::runtimeConfigure'. A blue arrow points from this box to a gray box on the right. The gray box contains the text 'sm\_fetch\_two\_table', '\_whiskey\_pour::cl\_perception', '\_system::ClPerceptionSystem', and '::getTargetCurrentCubeInfo'.

```
sm_fetch_two_table  
_whiskey_pour::cl_perception  
_system::ClPerceptionSystem  
::getTargetCurrentCubeInfo
```