sm fetch two table pick n place 1::cl perception system::CIPerception System::decidePlacePose sm fetch two table pick n place 1::cl perception system::CIPerception System::getCurrentTable smacc::ISmaccComponent ::requiresComponent sm_fetch_two table _whiskey_pour::StBringBottle BackNavigateSourceTable:: runtimeConfigure smacc::ISmaccClient ::requiresClient sm fetch two table whiskey pour::StNavigateTo Destiny Table::runtimeConfigure sm_fetch_six_table _pick_n_sort_1::StNavigate ToSourceTable::runtimeConfigure sm fetch two table whiskey_pour::StNavigateTo SourceTable::runtimeConfigure sm fetch six table pick n sort 1::StNavigation TableRetreat::staticConfigure