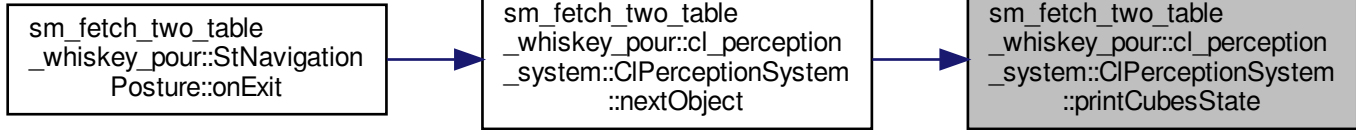


sm_fetch_two_table
_whiskey_pour::StNavigation
Posture::onExit



```
graph LR; A["sm_fetch_two_table<br/>_whiskey_pour::StNavigation<br/>Posture::onExit"] --> B["sm_fetch_two_table<br/>_whiskey_pour::cl_perception<br/>_system::CIPerceptionSystem<br/>::nextObject"]; B --> C["sm_fetch_two_table<br/>_whiskey_pour::cl_perception<br/>_system::CIPerceptionSystem<br/>::printCubesState"]
```

sm_fetch_two_table
_whiskey_pour::cl_perception
_system::CIPerceptionSystem
::nextObject

sm_fetch_two_table
_whiskey_pour::cl_perception
_system::CIPerceptionSystem
::printCubesState