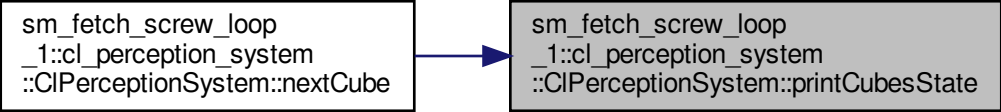


```
sm_fetch_screw_loop  
_1::cl_perception_system  
::ClPerceptionSystem::nextCube
```



A diagram showing a transition between two states. On the left is a white box containing the text 'sm_fetch_screw_loop', '_1::cl_perception_system', and '::ClPerceptionSystem::nextCube'. A blue arrow points from this box to a gray box on the right. The gray box contains the text 'sm_fetch_screw_loop', '_1::cl_perception_system', and '::ClPerceptionSystem::printCubesState'.

```
sm_fetch_screw_loop  
_1::cl_perception_system  
::ClPerceptionSystem::printCubesState
```