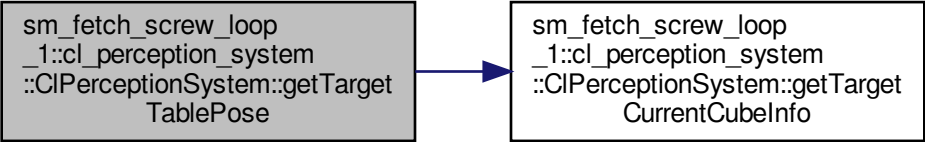


```
sm_fetch_screw_loop  
_1::cl_perception_system  
::ClPerceptionSystem::getTarget  
    TablePose
```



A diagram showing a transition between two states. The left state is represented by a gray box containing the text 'sm_fetch_screw_loop', '_1::cl_perception_system', '::ClPerceptionSystem::getTarget', and 'TablePose'. A blue arrow points from this box to a white box on the right. The right box contains the text 'sm_fetch_screw_loop', '_1::cl_perception_system', '::ClPerceptionSystem::getTarget', and 'CurrentCubeInfo'.

```
sm_fetch_screw_loop  
_1::cl_perception_system  
::ClPerceptionSystem::getTarget  
    CurrentCubeInfo
```