


```
sm_fetch_two_table  
_whiskey_pour::cl_perception  
_system::ClPerceptionSystem  
::decidePickCubePose
```



A diagram showing a transition from a state to an action. On the left, a gray rectangular box contains the state description. A blue arrow points from this box to a white rectangular box on the right, which contains the action description. Both boxes have a black border.

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