

| State | # under effector | # A on Table | # A in Kit Tray | # B on Table | # B in Kit Tray | # C on Table | # C in Kit Tray |
|-------|------------------|--------------|-----------------|--------------|-----------------|--------------|-----------------|
| 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 |
| 2 | 1 | 0 | 0 | 1 | 0 | 1 | 0 |
| 3 | 1 | 1 | 0 | 1 | 0 | 1 | 0 |

----- State: 3 -----

On top with contact(PartA_1, StaticMeshActor_0)

Under with contact(StaticMeshActor_0,PartA_1)

----- State: 2 -----

- On top with contact(PartA_0,StaticMeshActor_0)

- Under with contact(StaticMeshActor_0,PartA_0)

----- State: 1 -----

On top with contact(WCKitTray_0,StaticMeshActor_0)

On top with contact(PartC_0,StaticMeshActor_0)

On top with contact(PartB_0,StaticMeshActor_0)

On top with contact(PartA_0,StaticMeshActor_0)

Under with contact(StaticMeshActor_0,WCKitTray_0)

Under with contact(StaticMeshActor_0,PartC_0)

Under with contact(StaticMeshActor_0,PartB_0)

Under with contact(StaticMeshActor_0,PartA_0)