RCC8 Checker

Capture OFF

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)
```