

InchwormRobotController.
IsPoseColliding

InchwormRobotController.
IsPoseCollidingSeparateScene

InchwormRobotController.
AllLatticesInRange

```
graph LR; A["InchwormRobotController.  
IsPoseColliding"] --> C["InchwormRobotController.  
AllLatticesInRange"]; B["InchwormRobotController.  
IsPoseCollidingSeparateScene"] --> C;
```

The diagram consists of three rectangular boxes. Two boxes are positioned on the left side, one above the other. Both of these boxes have arrows pointing from their right sides to a single box located on the right side. The box on the right is shaded gray, while the two boxes on the left are white with black borders. The text inside the boxes is black and centered.