## **BasicNaviaator** HuskyMasterNode action : var = " action status : var = "" dimensions: var = [0.0, 0.0, 0.0]manipulator model: var = "" object: var = "" pick loc: var = [0.0, 0.0, 0.0]\_\_init\_\_(, )

create pose stamped(...)

+ run() set\_action(, )