

sm\_moveit::cl\_perception  
\_system::ClPerceptionSystem  
::decidePickCubePose



```
graph LR; A["sm_moveit::cl_perception_system::ClPerceptionSystem::decidePickCubePose"] --> B["cl_move_base_z::Pose::toPoseStampedMsg"]; A --> C["cl_move_base_z::Pose::waitTransformUpdate"]
```

The diagram illustrates a function call from the `sm_moveit::cl_perception_system::ClPerceptionSystem::decidePickCubePose` function to two other functions. The source function is located in a grey box on the left, and the two target functions are in white boxes on the right. Blue arrows indicate the direction of the calls.

cl\_move\_base\_z::Pose  
::toPoseStampedMsg

cl\_move\_base\_z::Pose  
::waitTransformUpdate