

fake\_cube\_perception  
\_node.FakePerceptionNode

- + planning\_scene
- + tf\_broadcaster
- + tf\_listener
- + pub
- + update\_planning\_scene
- + last\_update
- + update\_period
- + table\_collision
- + cube\_collision

- + \_\_init\_\_()
- + update()
- + simulated\_link\_state  
\_callback()
- + propagate\_link\_states  
\_to\_tf()