sm moveit::cl perception system::CIPerceptionSystem ::decidePickCubePose sm moveit 2::cl perception system::ClPerceptionSystem ::decidePickCubePose sm moveit 4::cl perception system::ClPerceptionSystem ::decidePickCubePose sm moveit 3::cl perception system::ClPerceptionSystem ::decidePickCubePose cl move base z::Pose ::toPoseStampedMsq sm moveit 3::cl perception system::CIPerceptionSystem ::tryCaptureInitialCubePoses sm moveit::cl perception system::CIPerceptionSystem ::update sm moveit 2::cl perception system::ClPerceptionSystem ::update sm moveit 4::cl perception system::ClPerceptionSystem ::update