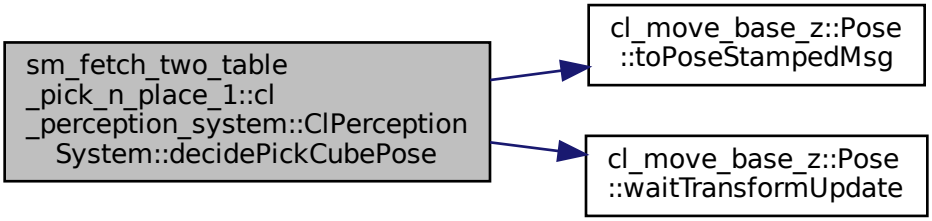
sm_fetch_two_table
_pick_n_place_1::cl
_perception_system::ClPerception
System::decidePickCubePose
cl_move_base_z::Pose
::toPoseStampedMsg
cl_move_base_z::Pose
::waitTransformUpdate