

```
sm_fetch_screw_loop  
_1::cl_move_group_interface  
::CpConstraintVirtualSideWall  
::createVirtualCollisionWalls
```



A diagram showing a transformation between two states. On the left, a grey rectangular box contains the text: `sm_fetch_screw_loop`, `_1::cl_move_group_interface`, `::CpConstraintVirtualSideWall`, and `::createVirtualCollisionWalls`. A blue arrow points from this box to a white rectangular box on the right. The white box contains the text: `sm_fetch_screw_loop`, `_1::cl_move_group_interface`, `::CpConstraintVirtualSideWall`, and `::createCollisionBox`. The only difference between the two states is the replacement of `createVirtualCollisionWalls` with `createCollisionBox`.

```
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```