

```
cl_move_base_z::Pose  
::waitTransformUpdate
```



```
graph LR; A["sm_moveit::cl_perception  
_system::ClPerceptionSystem  
::decidePickCubePose"] --> B["cl_move_base_z::Pose  
::waitTransformUpdate"]
```

A diagram showing a call from `cl_perception` to `cl_move_base_z`. A blue arrow points from the right box to the left box.

```
sm_moveit::cl_perception  
_system::ClPerceptionSystem  
::decidePickCubePose
```