```
fake cube perception
 node.FakePerceptionNode
+ planning scene
+ tf broacaster
+ 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()
__ init ()
+ update()
+ simulated link state
callback()
+ propagate link states
to tf()
+ init ()
+ update()
+ simulated link state
callback()
+ propagate link states
to tf()
   init ()
+
+ update()
+ simulated link state
callback()
+ propagate link states
to tf()
```