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

sm_moveit_2::cl_perception
_system::ClPerceptionSystem
::decidePickCubePose
```

cl_move_base_z::Pose
::toPoseStampedMsg

sm_moveit_2::cl_perception _system::ClPerceptionSystem ::update

sm_moveit::cl_perception _system::ClPerceptionSystem ::update