

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



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

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