

sm\_moveit::cl\_perception  
\_system::ClPerceptionSystem  
::decidePickCubePose



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

The diagram illustrates a function call from the `sm_moveit::cl_perception_system::ClPerceptionSystem::decidePickCubePose` method to two other functions. The source function is located in a grey box on the left. Two blue arrows point from its right side to two white boxes on the right. The top arrow points to the `cl_move_base_z::Pose::toPoseStampedMsg` function, and the bottom arrow points to the `cl_move_base_z::Pose::waitTransformUpdate` function.

cl\_move\_base\_z::Pose  
::toPoseStampedMsg

cl\_move\_base\_z::Pose  
::waitTransformUpdate