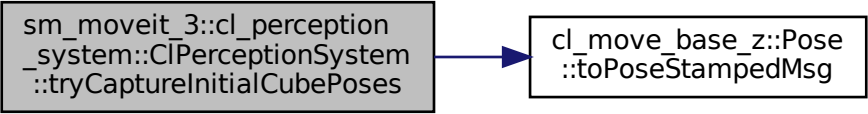


```
sm_moveit_3::cl_perception  
_system::ClPerceptionSystem  
::tryCaptureInitialCubePoses
```



```
cl_move_base_z::Pose  
::toPoseStampedMsg
```