

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



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graph LR; A["sm_moveit::cl_perception_system::ClPerceptionSystem::getCurrentTable"] --> B["smacc::ISmaccClient::getComponent"]; A --> C["cl_move_base_z::Pose::toPoseMsg"]
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smacc::ISmaccClient  
::getComponent

cl\_move\_base\_z::Pose  
::toPoseMsg