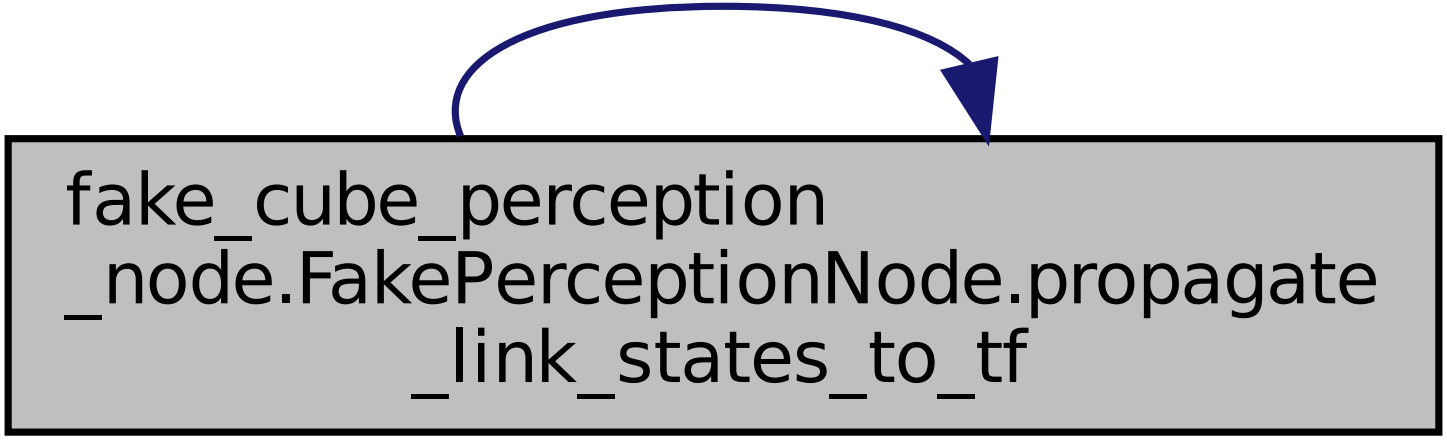
fake_cube_perception
_node.FakePerceptionNode.propagate
_link_states_to_tf