

```
sm_moveit::cl_perception  
_system::ClPerceptionSystem  
::update
```



```
graph LR; A["sm_moveit::cl_perception  
_system::ClPerceptionSystem  
::update"] --> B["cl_move_base_z::Pose  
::toPoseStampedMsg"]
```

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