

```
sm_fetch_screw_loop  
_1::cl_move_group_interface  
::CpConstraintLateralWorkspace  
    ::update
```

```
graph LR; A["sm_fetch_screw_loop  
_1::cl_move_group_interface  
::CpConstraintLateralWorkspace  
    ::update"] --> B["sm_fetch_screw_loop  
_1::cl_move_group_interface  
::CpConstraintLateralWorkspace  
    ::createVirtualCollisionWalls"]; B --> C["sm_fetch_screw_loop  
_1::cl_move_group_interface  
::CpConstraintLateralWorkspace  
    ::createCollisionBox"]
```

```
sm_fetch_screw_loop  
_1::cl_move_group_interface  
::CpConstraintLateralWorkspace  
    ::createVirtualCollisionWalls
```

```
sm_fetch_screw_loop  
_1::cl_move_group_interface  
::CpConstraintLateralWorkspace  
    ::createCollisionBox
```