

sm_fetch_two_table
_pick_n_place_1::cl
_perception_system::ClPerception
System::decidePickCubePose

```
graph LR; A["sm_fetch_two_table  
_pick_n_place_1::cl  
_perception_system::ClPerception  
System::decidePickCubePose"] --> B["cl_move_base_z::Pose  
::toPoseStampedMsg"]; A --> C["cl_move_base_z::Pose  
::waitTransformUpdate"]
```

cl_move_base_z::Pose
::toPoseStampedMsg

cl_move_base_z::Pose
::waitTransformUpdate