

```
sm_fetch_screw_loop  
_1::cl_move_group_interface  
::CpConstraintVirtualSideWall  
::createVirtualCollisionWalls
```



A diagram showing a transformation between two code snippets. A blue arrow points from the left box to the right box. The left box has a light gray background and contains a function call to create virtual collision walls. The right box has a white background and contains a function call to create a collision box. The function names and arguments are identical in both boxes, except for the final part of the call.

```
sm_fetch_screw_loop  
_1::cl_move_group_interface  
::CpConstraintVirtualSideWall  
::createCollisionBox
```