

sm\_fetch\_two\_table  
\_pick\_n\_place\_1::cl  
\_perception\_system::CIPerception  
System::decidePickCubePose

sm\_fetch\_two\_table  
\_pick\_n\_place\_1::cl  
\_perception\_system::CIPerception  
System::update

cl\_move\_base\_z::Pose  
::toPoseStampedMsg