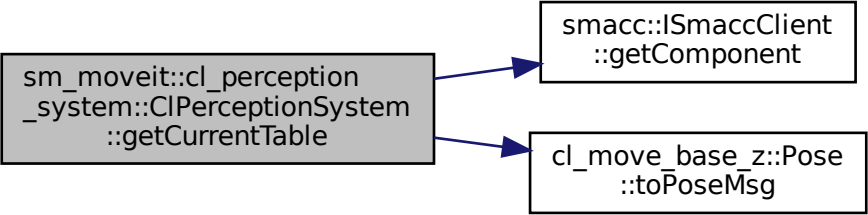


sm_moveit::cl_perception
_system::ClPerceptionSystem
::getCurrentTable



```
graph LR; A[sm_moveit::cl_perception_system::ClPerceptionSystem::getCurrentTable] --> B[smacc::ISmaccClient::GetComponent]; A --> C[cl_move_base_z::Pose::toPoseMsg];
```

smacc::ISmaccClient
::GetComponent

cl_move_base_z::Pose
::toPoseMsg