

```
sm_fetch_two_table  
_pick_n_place_1::cl  
_perception_system::CIPerception  
System::update
```



A diagram illustrating a function call. On the left, a gray rectangular box contains a state machine identifier and a method call. A blue arrow points from the right side of this box to a white rectangular box on the right, which contains the target C++ method.

```
cl_move_base_z::Pose  
::toPoseStampedMsg
```