

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



A diagram illustrating a transformation or mapping between two states. On the left, a gray rectangular box contains a list of symbols: 'sm\_fetch\_screw\_loop', '\_1::cl\_move\_group\_interface', '::CpConstraintVirtualSideWall', and '::createVirtualCollisionWalls'. A blue arrow points from this box to a white rectangular box on the right. The white box contains a similar list of symbols: 'sm\_fetch\_screw\_loop', '\_1::cl\_move\_group\_interface', '::CpConstraintVirtualSideWall', and '::createCollisionBox'. The only difference between the two lists is the final symbol, which changes from 'createVirtualCollisionWalls' to 'createCollisionBox'.

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