sm moveit::cl perception system::CIPerceptionSystem ::decidePickCubePose sm moveit 2::cl perception _system::ClPerceptionSystem ::decidePickCubePose sm moveit 3::cl perception system::ClPerceptionSystem ::decidePickCubePose cl move base z::Pose ::toPoseStampedMsg sm moveit 3::cl perception system::CIPerceptionSystem ::tryCaptureInitialCubePoses sm_moveit_2::cl_perception system::ClPerceptionSystem ::update sm_moveit::cl_perception system::CIPerceptionSystem ::update