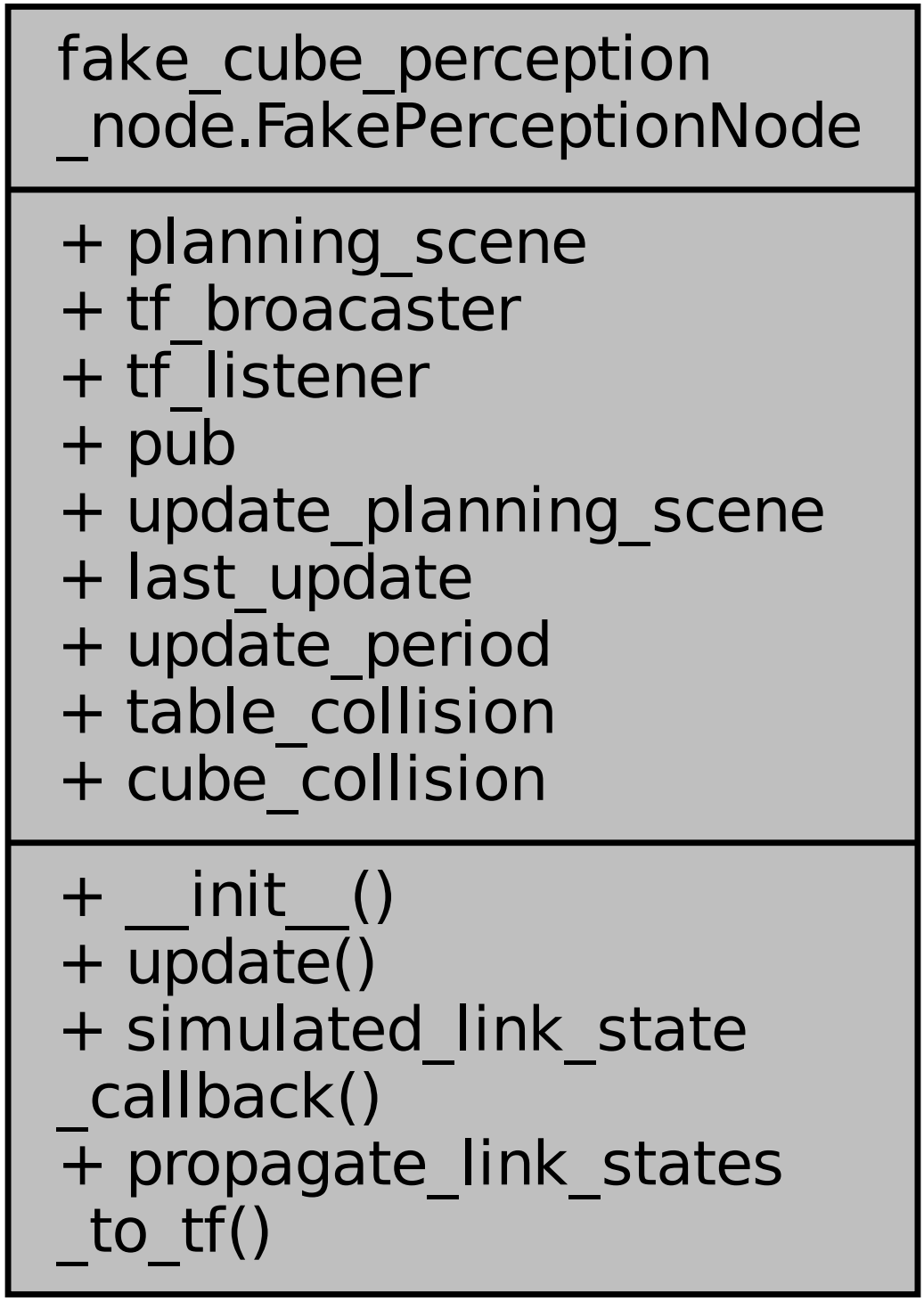
fake_cube_perception
_node.FakePerceptionNode
+ planning_scene
+ tf_broacaster
+ tf_listener
+ pub
+ update_planning_scene
+ last_update
+ update_period
+ table_collision
+ cube_collision
+ __init__()
+ update()
+ simulated_link_state
_callback()
+ propagate_link_states
_to_tf()