

sm_moveit_2::cl_perception
_system::ClPerceptionSystem
::decidePlacePose

```
graph LR; A["sm_moveit_2::cl_perception  
_system::ClPerceptionSystem  
::decidePlacePose"] --> B["smacc::ISmaccClient  
::GetComponent"]; A --> C["cl_move_base_z::Pose  
::toPoseMsg"]
```

smacc::ISmaccClient
::GetComponent

cl_move_base_z::Pose
::toPoseMsg