

```
graph LR; A["sm_fetch_screw_loop  
_1::cl_move_group_interface  
::CpConstraintLateralWorkspace  
::update"] --> B["sm_fetch_screw_loop  
_1::cl_move_group_interface  
::CpConstraintLateralWorkspace  
::createVirtualCollisionWalls"]; B --> C["sm_fetch_screw_loop  
_1::cl_move_group_interface  
::CpConstraintLateralWorkspace  
::createCollisionBox"]
```

sm\_fetch\_screw\_loop  
\_1::cl\_move\_group\_interface  
::CpConstraintLateralWorkspace  
::update

sm\_fetch\_screw\_loop  
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sm\_fetch\_screw\_loop  
\_1::cl\_move\_group\_interface  
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