

sm\_moveit\_4::cl\_perception  
\_system::CIPerceptionSystem  
::decidePickCubePose

```
graph LR; S["sm_moveit_4::cl_perception  
_system::CIPerceptionSystem  
::decidePickCubePose"] --> A1["cl_move_base_z::Pose  
::toPoseStampedMsg"]; S --> A2["cl_move_base_z::Pose  
::waitTransformUpdate"]
```

The diagram illustrates a state transition. A central state box on the left, labeled 'sm\_moveit\_4::cl\_perception\_system::CIPerceptionSystem::decidePickCubePose', has two outgoing arrows pointing to two action boxes on the right. The top action box is labeled 'cl\_move\_base\_z::Pose::toPoseStampedMsg' and the bottom action box is labeled 'cl\_move\_base\_z::Pose::waitTransformUpdate'.

cl\_move\_base\_z::Pose  
::toPoseStampedMsg

cl\_move\_base\_z::Pose  
::waitTransformUpdate