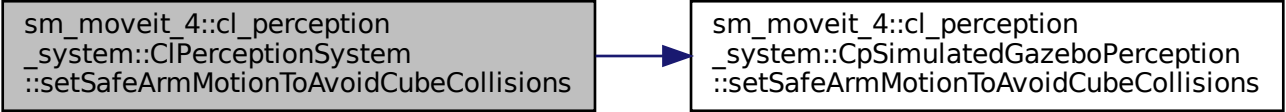


sm_moveit_4::cl_perception
_system::ClPerceptionSystem
::setSafeArmMotionToAvoidCubeCollisions



```
graph LR; A["sm_moveit_4::cl_perception  
_system::ClPerceptionSystem  
::setSafeArmMotionToAvoidCubeCollisions"] --> B["sm_moveit_4::cl_perception  
_system::CpSimulatedGazeboPerception  
::setSafeArmMotionToAvoidCubeCollisions"]
```

The diagram illustrates a method call in a C++ class hierarchy. A grey box on the left represents the base class `ClPerceptionSystem`, and a white box on the right represents the derived class `CpSimulatedGazeboPerception`. A blue arrow points from the base class to the derived class, indicating that the method `setSafeArmMotionToAvoidCubeCollisions` is being called on the derived class object.

sm_moveit_4::cl_perception
_system::CpSimulatedGazeboPerception
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