

fake_cube_perception
_node.FakePerceptionNode

- + planning_scene
- + tf_broadcaster
- + 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()
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- + update()
- + simulated_link_state_callback()
- + propagate_link_states_to_tf()