

```
cl_move_base_z::Pose  
::waitTransformUpdate
```

```
graph LR; A["sm_fetch_two_table  
_pick_n_place_1::cl  
_perception_system::ClPerception  
System::decidePickCubePose"] --> B["cl_move_base_z::Pose  
::waitTransformUpdate"]
```

A diagram showing a call from a perception system to a move\_base pose waiter. A blue arrow points from the right box to the left box.

```
sm_fetch_two_table  
_pick_n_place_1::cl  
_perception_system::ClPerception  
System::decidePickCubePose
```