

```
sm_fetch_two_table
_pick_n_place_1::cl
_perception_system::CIPerception
System::update
```



A diagram showing a call from a state machine to a C++ method. On the left, a gray rectangular box contains the state machine's code. A blue arrow points from the right side of this box to the right side of a white rectangular box on the right, which contains the C++ method signature.

```
cl_move_base_z::Pose
::toPoseStampedMsg
```