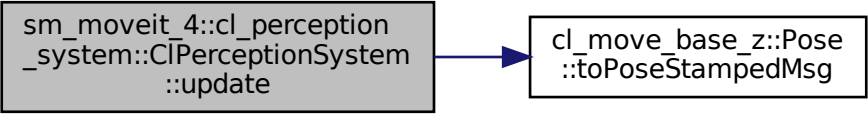


```
sm_moveit_4::cl_perception  
_system::ClPerceptionSystem  
::update
```



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