

cl\_moveit2z::CbCircularPouring  
Motion::createMarkers

cl\_moveit2z::CbMoveCartesian  
Relative2::generateTrajectory

cl\_moveit2z::CbCircularPouring  
Motion::generateTrajectory

cl\_moveit2z::CbMoveEndEffector  
Trajectory::getCurrentEndEffectorPose



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graph LR; A["cl_moveit2z::CbCircularPouring Motion::createMarkers"] --> D["cl_moveit2z::CbMoveEndEffector Trajectory::getCurrentEndEffectorPose"]; B["cl_moveit2z::CbMoveCartesian Relative2::generateTrajectory"] --> D; C["cl_moveit2z::CbCircularPouring Motion::generateTrajectory"] --> D;
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