

cl_move_group_interface
::CbCircularPouringMotion
::createMarkers

cl_move_group_interface
::CbMoveCartesianRelative2
::generateTrajectory

cl_move_group_interface
::CbCircularPouringMotion
::generateTrajectory

cl_move_group_interface
::CbMoveEndEffectorTrajectory
::getCurrentEndEffectorPose

