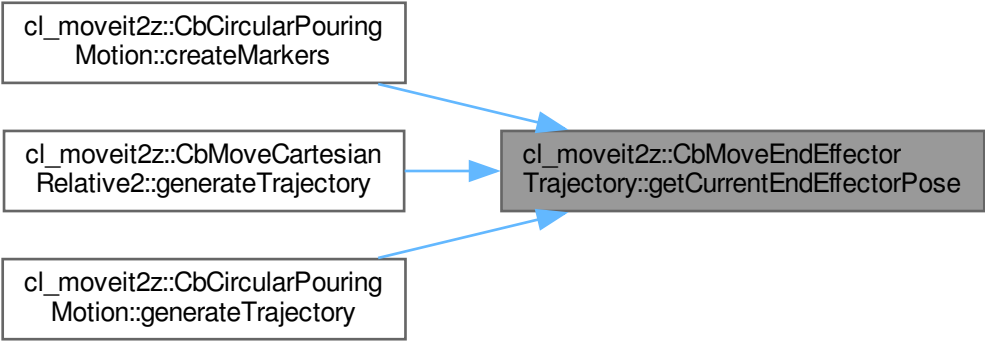


cl\_moveit2z::CbCircularPouring  
Motion::createMarkers

cl\_moveit2z::CbMoveCartesian  
Relative2::generateTrajectory

cl\_moveit2z::CbCircularPouring  
Motion::generateTrajectory

cl\_moveit2z::CbMoveEndEffector  
Trajectory::getCurrentEndEffectorPose



```
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;
```