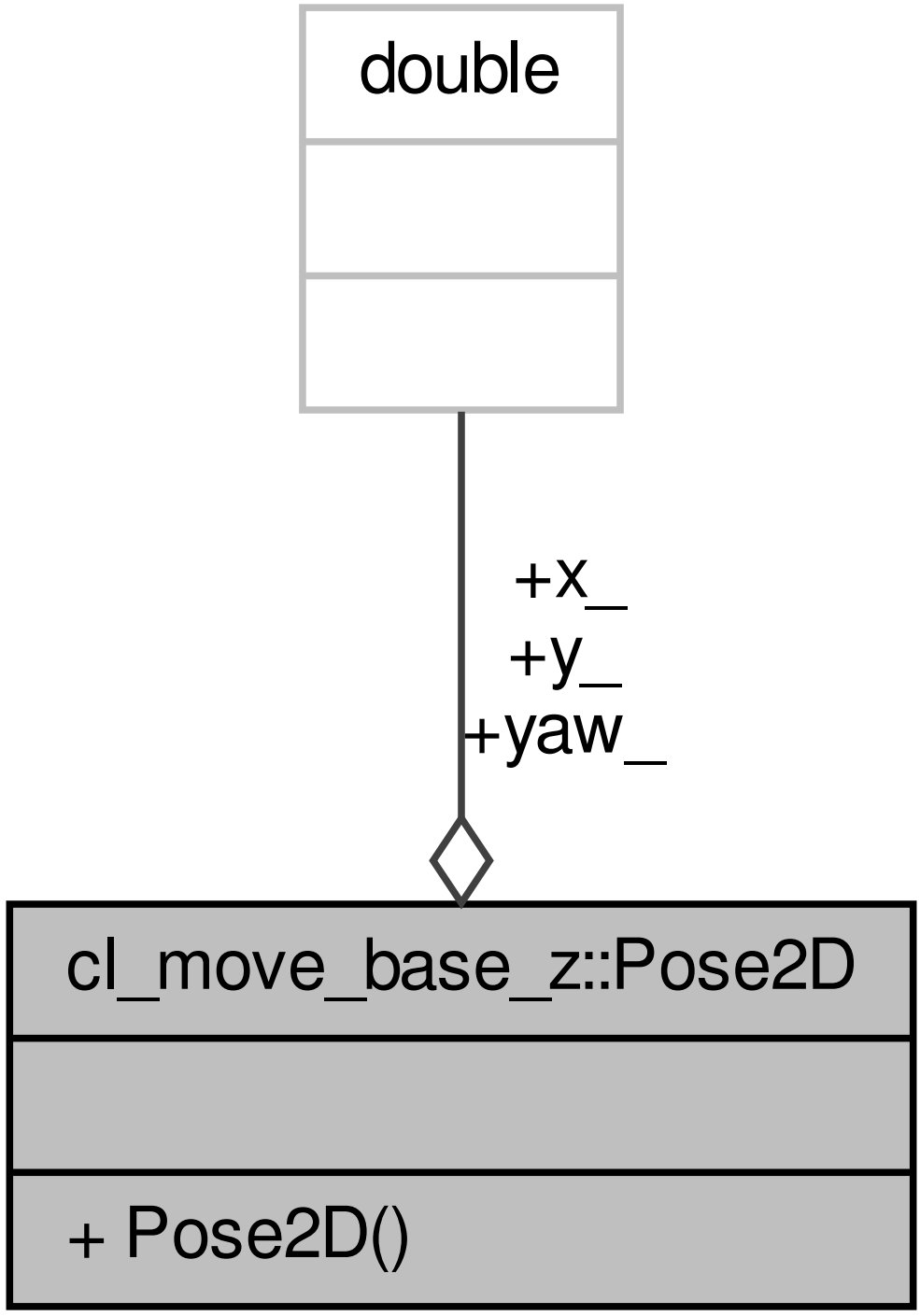
double
+x_
+y_
+yaw_
cl_move_base_z::Pose2D
+ Pose2D()