```
smacc2 client library
                                     /moveit2z_client/include
                                     /moveit2z client/common.hpp
                                                                                             moveit_msgs/srv/get
                                                        geometry_msgs/msg/quaternion
tf2/utils.h
               geometry_msgs/msg/quaternion.hpp
                                                                stamped.hpp
                                                                                               _position_ik.hpp
```