

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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