

cl\_moveit2z::CbCircularPivot  
Motion::generateTrajectory



```
graph LR; A["cl_moveit2z::CbCircularPivot  
Motion::generateTrajectory"] --> B["cl_moveit2z::CbCircularPivot  
Motion::computeCurrentEndEffector  
PoseRelativeToPivot"]
```

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Motion::computeCurrentEndEffector  
PoseRelativeToPivot