

cl\_moveit2z::CbCircularPivot  
Motion::generateTrajectory



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

cl\_moveit2z::CbCircularPivot  
Motion::computeCurrentEndEffector  
PoseRelativeToPivot