

sm\_fetch\_screw\_loop  
\_1::cl\_perception\_system  
::CpSimulatedGazeboPerception  
::onInitialize



sm\_fetch\_screw\_loop  
\_1::cl\_perception\_system  
::CpSimulatedGazeboPerception  
::simulatedLinkStateCallback



sm\_fetch\_screw\_loop  
\_1::cl\_perception\_system  
::CpSimulatedGazeboPerception  
::identifyCubeColorsByNames