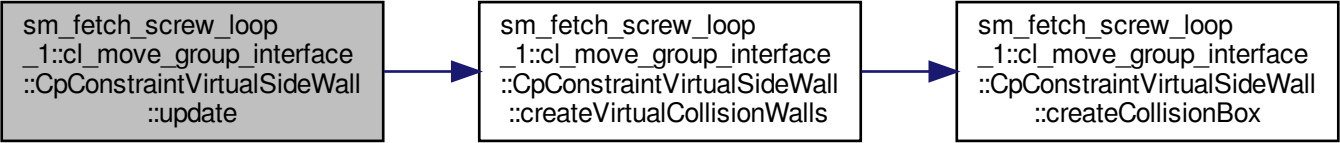


```
sm_fetch_screw_loop  
_1::cl_move_group_interface  
::CpConstraintVirtualSideWall  
  ::update
```



```
graph LR; A[sm_fetch_screw_loop  
_1::cl_move_group_interface  
::CpConstraintVirtualSideWall  
  ::update] --> B[sm_fetch_screw_loop  
_1::cl_move_group_interface  
::CpConstraintVirtualSideWall  
  ::createVirtualCollisionWalls]; B --> C[sm_fetch_screw_loop  
_1::cl_move_group_interface  
::CpConstraintVirtualSideWall  
  ::createCollisionBox];
```

```
sm_fetch_screw_loop  
_1::cl_move_group_interface  
::CpConstraintVirtualSideWall  
  ::createVirtualCollisionWalls
```

```
sm_fetch_screw_loop  
_1::cl_move_group_interface  
::CpConstraintVirtualSideWall  
  ::createCollisionBox
```