

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