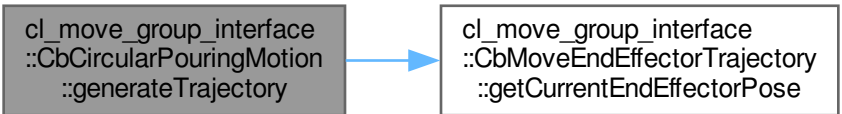
cl_move_group_interface
::CbCircularPouringMotion
::generateTrajectory
cl_move_group_interface
::CbMoveEndEffectorTrajectory
::getCurrentEndEffectorPose