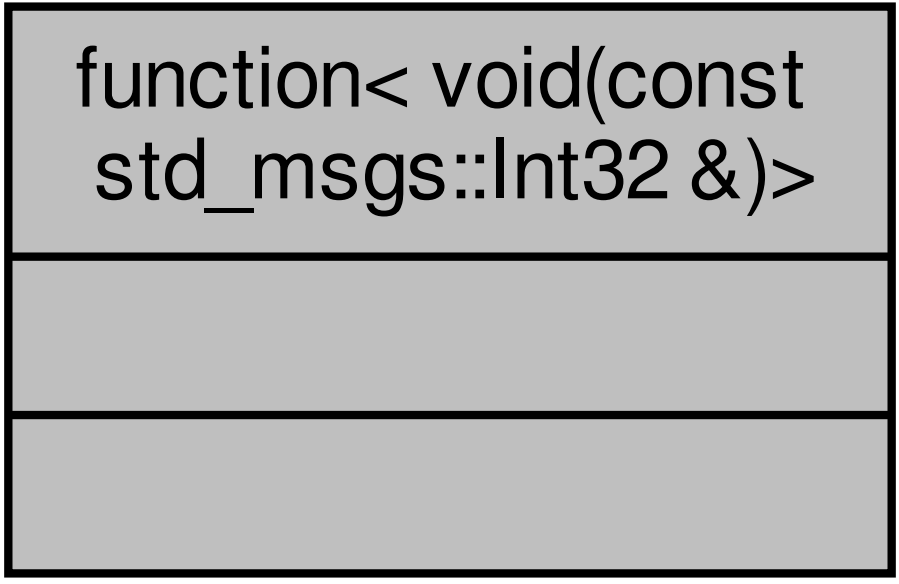
function< void(const
std_msgs::Int32 &)>