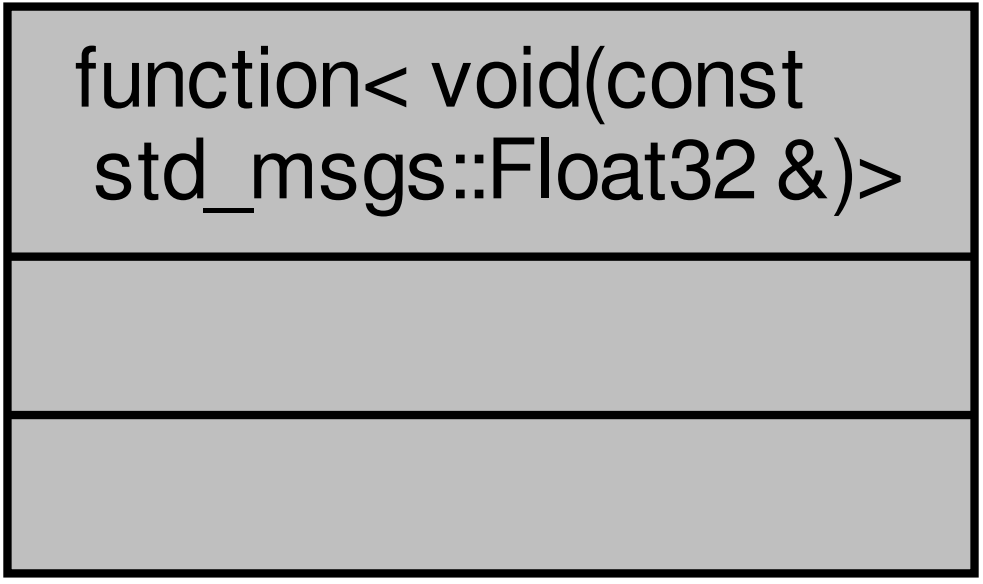
function< void(const
std_msgs::Float32 &)>