

costmap\_2d::ObstacleLayer  
::updateBounds

costmap\_2d::VoxelLayer  
::updateBounds

costmap\_2d::ObstacleLayer  
::updateFootprint

```
graph LR; A[costmap_2d::ObstacleLayer::updateBounds] --> C[costmap_2d::ObstacleLayer::updateFootprint]; B[costmap_2d::VoxelLayer::updateBounds] --> C;
```