

costmap_2d::ObstacleLayer
::reset

costmap_2d::VoxelLayer
::reset

costmap_2d::ObstacleLayer
::activate

```
graph LR; A[costmap_2d::ObstacleLayer::reset] --> C[costmap_2d::ObstacleLayer::activate]; B[costmap_2d::VoxelLayer::reset] --> C;
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The diagram illustrates a control flow where two reset operations lead to an activate operation. On the left, two white rectangular boxes are stacked vertically. The top box contains the text 'costmap_2d::ObstacleLayer::reset' and the bottom box contains 'costmap_2d::VoxelLayer::reset'. On the right, a gray rectangular box contains the text 'costmap_2d::ObstacleLayer::activate'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box, indicating that both reset methods trigger the activate method.