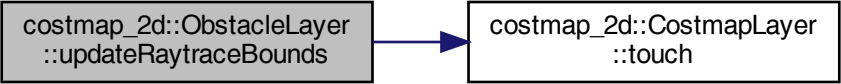


costmap\_2d::ObstacleLayer  
::updateRaytraceBounds



```
graph LR; A["costmap_2d::ObstacleLayer::updateRaytraceBounds"] --> B["costmap_2d::CostmapLayer::touch"]
```

A diagram showing a call from the `costmap_2d::ObstacleLayer::updateRaytraceBounds` method to the `costmap_2d::CostmapLayer::touch` method. The call is represented by a blue arrow pointing from the left box to the right box.

costmap\_2d::CostmapLayer  
::touch