

## ClassGridMap2DHandler

- + enum\_mode
- + enum\_collision\_type
- + m\_number\_of\_angle\_layers

- + ClassGridMap2DHandler()
- + ~ClassGridMap2DHandler()
- + convert\_twoD\_to\_oneD()
- + convert\_fine\_pose\_to\_grid()
- + convert\_fine\_pose\_to\_grid()
- + convert\_grid\_pose\_to\_fine()
- + check\_grid\_within\_map()
- + check\_grid\_clear()
- + set\_grid\_width\_height()
- + set\_planning\_obstacle\_threshold()
- + set\_grid\_map\_ptr()
- + set\_grid\_meter\_ratio()
- + get\_resolution()
- + get\_map\_size()