Image processing toolbox

* fcn\_BoundedAStar\_fillWindField
  + imgaussfilt
  + This function isn’t really used anymore, because we moved to a different generation method. It will probably be deprecated in the near future.
* fcn\_GridMapGen\_dilateDerivativeByN
  + fspecial
  + imfilter
  + Used for current wind map generation. Most example wind maps used by functions are pre-generated using an internal function. This capability should probably be added to its own function.

Mapping toolbox

* fcn\_BoundedAStar\_convertPolytopetoDedupedPoints
  + extractfield
  + Used to return field values of a specific name. I think the scripts/functions listed here could be rewritten to not use this function pretty easily.
* fcn\_BoundedAStar\_findEdgeWeights
  + extractfield
* fcn\_MapGen\_polytopesFlattenMap
  + extractfield
* fcn\_MapGen\_polytopesPredictLengthCostRatioStraightPath
  + extractfield
* fcn\_MapGen\_polytopesRadiusDistributions
  + extractfield
* fcn\_MapGen\_statsPolytopes
  + extractfield
* script\_demo\_fcn\_MapGen\_polytopesFlattenMap
  + extractfield
* script\_test\_fcn\_MapGen\_polytopesSetCosts
  + extractfield
* script\_test\_polytope\_canyon\_replan\_with\_dialation
  + extractfield
* script\_test\_polytope\_editing\_set\_all\_costs
  + extractfield

Statistics and machine learning toolbox

* fcn\_BoundedAStar\_generateWindGraph
* fcn\_BoundedAStar\_loadTestMap
  + haltonset
  + Used for cluster-free random point generation
* fcn\_BoundedAStar\_rrtWindGraph
  + haltonset
* fcn\_MapGen\_generatePolysFromSeedGeneratorNames
  + haltonset
  + sobolset
  + lhsdesign
* fcn\_mapGen\_haltonVoronoiTiling
  + haltonset
* fcn\_MapGen\_latinVoronoiTiling
  + lhsdesign
* fcn\_mapGen\_mixedSetVoronoiTiling
  + haltonset
  + sobolset
  + lhsdesign
* fcn\_MapgGen\_polytopesShrinkToRadius\_vectorized (and regular)
  + normrnd
* fcn\_MapGen\_sobolVoronoiTiling
  + sobolset

Symbolic math toolbox

* fcn\_BoundedAStar\_makePotentialFieldWeightMatrix
  + syms
  + We don’t currently use potential field for much, so this shouldn’t be a huge issue