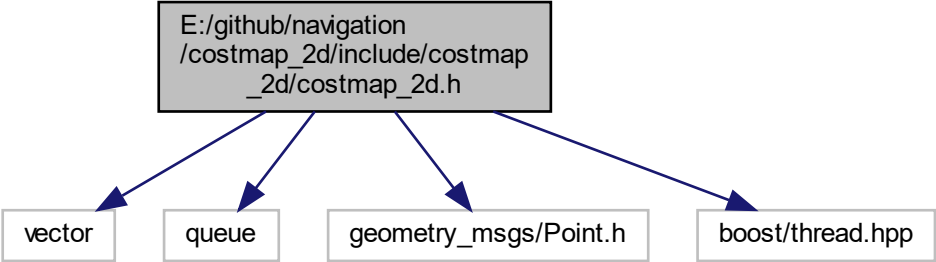


E:/github/navigation
/costmap_2d/include/costmap
_2d/costmap_2d.h



```
graph TD; A["E:/github/navigation  
/costmap_2d/include/costmap_2d/costmap_2d.h"] --> B["vector"]; A --> C["queue"]; A --> D["geometry_msgs/Point.h"]; A --> E["boost/thread.hpp"];
```

The diagram illustrates the dependencies of the header file `costmap_2d.h`. A central box at the top represents the header file, with four arrows pointing downwards to four separate boxes representing the files it depends on: `vector`, `queue`, `geometry_msgs/Point.h`, and `boost/thread.hpp`.

vector

queue

geometry_msgs/Point.h

boost/thread.hpp