voxel_grid::VoxelGrid

- size_x_
- size_y_
- size_z_
- data_
- costmap

+ VoxelGrid()
+ ~VoxelGrid()
+ resize()
+ reset()
+ getData()
+ markVoxel()
+ markVoxelInMap()
+ clearVoxel()
+ clearVoxelColumn()
+ clearVoxelInMap()
and 12 more...
+ numBits()
+ getVoxel()
- bresenham3D()
- sign()
- max()