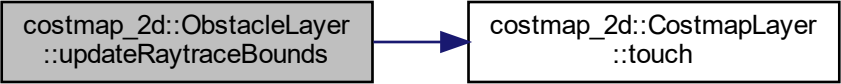


costmap_2d::ObstacleLayer
::updateRaytraceBounds



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

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'costmap_2d::ObstacleLayer' followed by '::updateRaytraceBounds' on a new line. The right box is white and contains the text 'costmap_2d::CostmapLayer' followed by '::touch' on a new line. A dark blue arrow points from the right side of the left box to the left side of the right box.

costmap_2d::CostmapLayer
::touch