```
costmap 2d::Costmap2D
             # size_x
             # size y
             # resolution
             # origin_x_
             # origin_y_
             # costmap
             # default value

    access

             + Costmap2D()
             + Costmap2D()
string
             + operator=()
             + copyCostmapWindow()
             + Costmap2D()
             + ~Costmap2D()
             + getCost()
             + setCost()
             + mapToWorld()
             + worldToMap()
             and 23 more...
             # copyMapRegion()
             # deleteMaps()
             # resetMaps()
             # initMaps()
             # raytraceLine()
             - bresenham2D()
             - sign()
       -global frame
                      -costmap
costmap 2d::LayeredCostmap
- rolling_window

    current

- minx
- miny
- maxx
- maxy
bx0
- bxn
by0
- byn
and 6 more...
+ LayeredCostmap()
+ ~LayeredCostmap()
+ updateMap()
+ getGlobalFrameID()
+ resizeMap()
+ getUpdatedBounds()
+ isCurrent()
+ getCostmap()
+ isRolling()
+ isTrackingUnknown()
and 9 more...
```