costmap_2d::Costmap2D

size_x_
size_y_
resolution_
origin_x_
origin_y_
costmap_
default_value_
- access_

+ Costmap2D()
+ Costmap2D()
+ operator=()
+ copyCostmapWindow()
+ Costmap2D()
+ ~Costmap2D()
+ getCost()
+ setCost()
+ mapToWorld()
+ worldToMap()
and 23 more...
copyMapRegion()
deleteMaps()
resetMaps()
initMaps()
raytraceLine()
- bresenham2D()
- sign()

costmap_2d::Layer

layered_costmap_
current_
enabled_
name_
tf_
- footprint_spec_

+ Layer()
+ initialize()
+ updateBounds()
+ updateCosts()
+ deactivate()
+ activate()
+ reset()
+ ~Layer()
+ isCurrent()
+ matchSize()
+ getName()
+ getFootprint()
+ onFootprintChanged()
# onInitialize()

costmap_2d::CostmapLayer

has_extra_bounds_
- extra_min_x_
- extra_max_x_
- extra_min_y_
- extra_max_y_

+ CostmapLayer()
+ isDiscretized()
+ matchSize()
+ clearArea()
+ addExtraBounds()
# updateWithTrueOverwrite()
# updateWithOverwrite()
# updateWithMax()
# updateWithAddition()
# touch()
# useExtraBounds()

costmap_2d::StaticLayer

- global_frame_
- map_frame_
- subscribe_to_updates_
- map_received_
- has_updated_data_
- x_
- y_
- width_
- height_
- track_unknown_space_
and 8 more...

+ StaticLayer()
+ ~StaticLayer()
+ onInitialize()
+ activate()
+ deactivate()
+ reset()
+ updateBounds()
+ updateCosts()
+ matchSize()
- incomingMap()
- incomingUpdate()
- reconfigureCB()
- interpretValue()