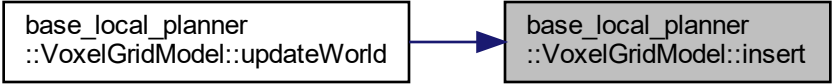


base_local_planner
::VoxelGridModel::updateWorld



```
graph LR; A["base_local_planner  
::VoxelGridModel::updateWorld"] --> B["base_local_planner  
::VoxelGridModel::insert"]
```

A diagram showing a call from the `updateWorld` method to the `insert` method. The `updateWorld` method is in a white box on the left, and the `insert` method is in a gray box on the right. A blue arrow points from the right side of the `updateWorld` box to the left side of the `insert` box.

base_local_planner
::VoxelGridModel::insert