## 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()

## base_local_planner ::WavefrontMapAccessor

- map_
- outer_radius_

+ WavefrontMapAccessor()
+ ~WavefrontMapAccessor()
+ synchronize()