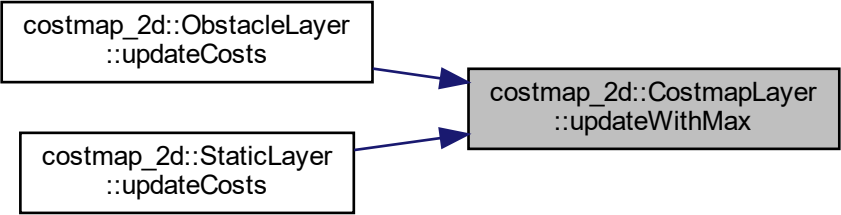


costmap_2d::ObstacleLayer
::updateCosts

costmap_2d::StaticLayer
::updateCosts

costmap_2d::CostmapLayer
::updateWithMax



```
graph LR; A["costmap_2d::ObstacleLayer  
::updateCosts"] --> C["costmap_2d::CostmapLayer  
::updateWithMax"]; B["costmap_2d::StaticLayer  
::updateCosts"] --> C;
```