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()

string

-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...

#name_

#layered_costmap_

costmap_2d::Layer

current_
enabled_
tf_
- footprint_spec_

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

costmap_2d::InflationLayer

inflation_access_
resolution_
inflation_radius_
inscribed_radius_
weight_
inflate_unknown_
- cell_inflation_radius_
- cached_cell_inflation
radius
- inflation_cells_
- seen_
- seen_size_
- cached_costs_
- cached_distances_
- last_min_x_
- last_min_y_
- last_max_x_
- last_max_y_
- dsrv_
- need_reinflation_

+ InflationLayer()
+ ~InflationLayer()
+ onInitialize()
+ updateBounds()
+ updateCosts()
+ isDiscretized()
+ matchSize()
+ reset()
+ computeCost()
+ setInflationParameters()
# onFootprintChanged()
- distanceLookup()
- costLookup()
- computeCaches()
- deleteKernels()
- inflate_area()
- cellDistance()
- enqueue()
- reconfigureCB()