

costmap_2d::ObstacleLayer
::updateBounds

costmap_2d::VoxelLayer
::updateBounds

costmap_2d::ObstacleLayer
::updateFootprint

```
graph LR; A["costmap_2d::ObstacleLayer::updateBounds"] --> C["costmap_2d::ObstacleLayer::updateFootprint"]; B["costmap_2d::VoxelLayer::updateBounds"] --> C;
```