```
costmap_2d::Costmap2D
                   # size_x
                   # size_
                   # resolution
                   # origin_x
                   # origin_y
                   # costmap
                   # default value
                    - access
                   + Costmap2D()
                   + Costmap2D()
  string
                   + operator=()
                   + copyCostmapWindow()
                   + Costmap2D()
                   + ~Costmap2D()
                   + getCost()
                   + setCost()
                   + mapToWorld()
                   + worldToMap()
                   and 23 more
                   # copyMapRegion()
                   # deleteMaps()
                   # resetMaps()
                   # initMaps()
                   # raytraceLine()
                    - bresenham2Ď()
                   sign()
                 -global_frame_
                                -costmap_
                 costmap_2d::LayeredCostmap
                 rolling_window_

    current

                 - minx_
                 - miny
                 - maxx
                 - maxy
                 - bx0
                 - bxn
                 - by0
                 - byn
     #name
                 and 6 more...
                 + LayeredCostmap()
                 + ~LayeredCostmap()
                 + updateMap()
                 + getGlobalFrameID()
                 + resizeMap()
                 + getUpdatedBounds()
                 + isCurrent()
                 + getCostmap()
                 + isRolling()
                 + isTrackingUnknown()
                 and 9 more...
                      #layered_costmap_
  costmap 2d::Layer
# current
# enabled
# tf
- footprint_spec
+ Layer()
+ initialize()
+ updateBounds()
+ updateCosts()
+ deactivate()
+ activate()
+ reset()
  ~Layër()
+ isCurrent()
+ matchSize()
+ getName()
+ getFootprint()
+ onFootprintChanged()
# onInitialize()
```