```
costmap_2d::Costmap2D
               # size x
               # size_y
               # 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()
               bresenham2D()
               - sign()
         -global_frame_
                       -costmap
costmap_2d::Costmap2DPublisher

    node

- x0
- xn
- y0
- yn
- saved origin x
- saved_origin_y_

    active

- always send full costmap
costmap_pub_

    costmap_update_pub_

grid
- cost translation table
+ Costmap2DPublisher()
+ ~Costmap2DPublisher()
+ updateBounds()
+ publishCostmap()
+ active()
- prepareGrid()
```

- onNewSubscription()