

costmap_2d::ObstacleLayer
::reset

costmap_2d::VoxelLayer
::reset

costmap_2d::ObstacleLayer
::activate

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

The diagram illustrates a sequence of operations. On the left, two white rectangular boxes are stacked vertically. The top box contains the text 'costmap_2d::ObstacleLayer::reset' and the bottom box contains 'costmap_2d::VoxelLayer::reset'. Arrows from the right side of both boxes point towards a single gray rectangular box on the right. This gray box contains the text 'costmap_2d::ObstacleLayer::activate'.