```
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()

             -costmap
costmap 2d::Costmap2D
  ::PolygonOutlineCells
- char map

    cells

+ PolygonOutlineCells()
```

+ operator()()