```
base local planner
    ::WorldModel
 + footprintCost()
 + footprintCost()
 + footprintCost()
 + ~WorldModel()
 # WorldModel()
base local planner
     ::PointGrid

    resolution

- origin
width
- height
- cells
- max z
- sq obstacle range
- sq min separation
- points
+ PointGrid()
+ ~PointGrid()
+ getPointsInRange()
+ footprintCost()
+ updateWorld()
+ gridCoords()
+ getCellBounds()
+ sq distance()
+ gridCoords()
+ gridIndex()
and 15 more...
```