

- marking buf

- clearing\_buf\_- publish\_observations\_

observations\_threshold\_find ground plane

- ground\_threshold\_

- clear\_nans\_- skip rays bottom

- skip\_rays\_bottom\_ - skip\_rays\_top\_ - skip\_rays\_left

- skip\_rays\_right\_ - clear with skipped

\_rays\_ - depth\_image\_sub\_

depth\_image\_filter\_camera\_info\_sub\_

clearing\_pub\_marking\_pub\_mutex K

- K\_ - depth\_cleaner\_

normals\_estimator\_plane\_estimator\_

+ FetchDepthLayer()
+ ~FetchDepthLayer(

+ ~FetchDepthLayer() + onInitialize()

- cameraInfoCallback()

- depthImageCallback()