

costmap 2d::FetchDepthLayer

- marking buf
- clearing buf publish observations
- observations threshold
- find ground plane
- around threshold
- clear nans
- skip rays bottom
 - skip_rays_top
 - skip rays left
- skip rays right
- clear with skipped ravs
- depth image sub
- depth image filter
- camera info sub
- clearing pub
- marking pub - mutex K
- K
- depth cleaner
- normals estimator
- plane estimator
- + FetchDepthLayer()
- + ~FetchDepthLayer()
- + onInitialize() cameraInfoCallback()
- depthImageCallback()