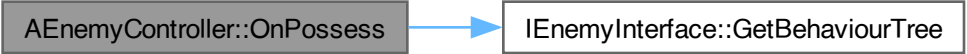


AEnemyController::OnPossess



```
graph LR; A[AEnemyController::OnPossess] --> B[IEnemyInterface::GetBehaviourTree]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is filled with a dark gray color and contains the text 'AEnemyController::OnPossess'. The right box is white with a thin black border and contains the text 'IEnemyInterface::GetBehaviourTree'.

IEnemyInterface::GetBehaviourTree