

AEnemyController::BeginPlay



```
graph LR; A[AEnemyController::BeginPlay] --> B[AEnemyController::OnPerceptionUpdate]
```

The diagram illustrates a sequence of two function calls. The first call, 'AEnemyController::BeginPlay', is shown in a white box with a black border. A blue arrow points from this box to a second box, 'AEnemyController::OnPerceptionUpdate', which is shaded gray with a black border. This indicates that the 'BeginPlay' function triggers the 'OnPerceptionUpdate' function.

AEnemyController::OnPerception
Update