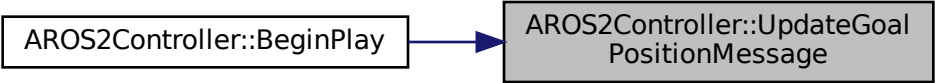


AROS2Controller::BeginPlay



```
graph LR; A[AROS2Controller::BeginPlay] --> B[AROS2Controller::UpdateGoalPositionMessage]
```

AROS2Controller::UpdateGoal
PositionMessage