

AROS2Controller::HandleAttitude
Euler

```
graph LR; A[AROS2Controller::HandleAttitude Euler] --> B[UQuadDroneController::SetDesiredPitchAngle]; A --> C[UQuadDroneController::SetDesiredRollAngle];
```

UQuadDroneController
::SetDesiredPitchAngle

UQuadDroneController
::SetDesiredRollAngle