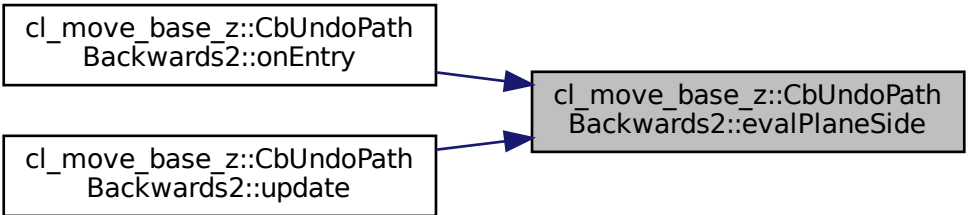
cl_move_base_z::CbUndoPath Backwards2::onEntry
cl_move_base_z::CbUndoPath Backwards2::update
cl_move_base_z::CbUndoPath Backwards2::evalPlaneSide