In the PickupBase.h add public function declaration

UFUNCTION()

void OnOverlapBegin(UPrimitiveComponent\* OverlappedComp, AActor\* OtherActor, UPrimitiveComponent\* OtherComp, int32 OtherBodyIndex, bool bFromSweep, const FHitResult& SweepResult);

In PickupBase.cpp

// Fill out your copyright notice in the Description page of Project Settings.

#include "PickupBase.h"

#include "Components/SphereComponent.h"

// Sets default values

APickupBase::APickupBase()

{

// Set this actor to call Tick() every frame. You can turn this off to improve performance if you don't need it.

PrimaryActorTick.bCanEverTick = true;

SphereComp = CreateDefaultSubobject<USphereComponent>(TEXT("SphereComp"));

}

// Called when the game starts or when spawned

void APickupBase::BeginPlay()

{

Super::BeginPlay();

SphereComp->OnComponentBeginOverlap.AddDynamic(this, &APickupBase::OnOverlapBegin);

}

// Called every frame

void APickupBase::Tick(float DeltaTime)

{

Super::Tick(DeltaTime);

}

void APickupBase::NotifyActorBeginOverlap(AActor \* OtherActor)

{

//OnActivate(OtherActor);

UE\_LOG(LogTemp, Warning, TEXT("PICKUP - NotifyActorBeginOverlap"));

}

void APickupBase::OnOverlapBegin(UPrimitiveComponent\* OverlappedComp, AActor\* OtherActor, UPrimitiveComponent\* OtherComp, int32 OtherBodyIndex, bool bFromSweep, const FHitResult& SweepResult)

{

// Other Actor is the actor that triggered the event. Check that is not ourself.

if ((OtherActor != nullptr) && (OtherActor != this) && (OtherComp != nullptr))

{

if (OtherComp->ComponentTags.Contains("PrimaryCollider"))

{

UE\_LOG(LogTemp, Warning, TEXT("PICKUP - OnBeginOverlap"));

OnActivate(OtherActor);

}

}

}