

APawnTurret::BeginPlay



```
graph LR; A[APawnTurret::BeginPlay] --> B[APawnTurret::CheckFireCondition];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is white with a black border and contains the text 'APawnTurret::BeginPlay'. The right box is light gray with a black border and contains the text 'APawnTurret::CheckFireCondition'. A dark blue arrow points from the right side of the first box to the left side of the second box.

APawnTurret::CheckFireCondition