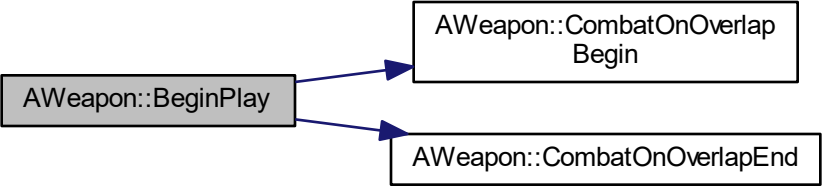


AWeapon::BeginPlay



```
graph LR; A[AWeapon::BeginPlay] --> B[AWeapon::CombatOnOverlapBegin]; A --> C[AWeapon::CombatOnOverlapEnd];
```

The diagram illustrates a branching logic flow. A single box on the left, labeled 'AWeapon::BeginPlay', has two arrows pointing to two separate boxes on the right. The top box is labeled 'AWeapon::CombatOnOverlapBegin' and the bottom box is labeled 'AWeapon::CombatOnOverlapEnd'.

AWeapon::CombatOnOverlap
Begin

AWeapon::CombatOnOverlapEnd