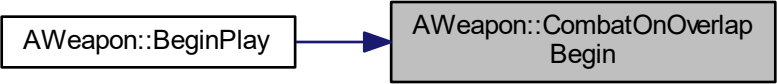


*AWeapon::BeginPlay*



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

The diagram illustrates a function call. A white rectangular box on the left contains the text *AWeapon::BeginPlay*. A dark blue arrow points from the right side of this box to a gray rectangular box on the right. The gray box contains the text *AWeapon::CombatOnOverlapBegin* on the top line and *Begin* on the bottom line.

*AWeapon::CombatOnOverlap  
Begin*