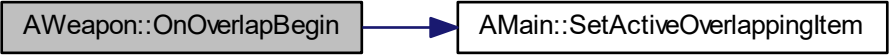


AWeapon::OnOverlapBegin



```
graph LR; AWeapon::OnOverlapBegin --> AMain::SetActiveOverlappingItem
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'AWeapon::OnOverlapBegin'. The right box is white and contains the text 'AMain::SetActiveOverlappingItem'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

AMain::SetActiveOverlappingItem