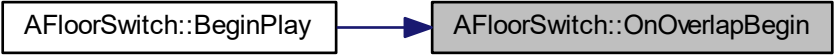


AFloorSwitch::BeginPlay



```
graph LR; A[AFloorSwitch::BeginPlay] --> B[AFloorSwitch::OnOverlapBegin];
```

The diagram illustrates a function call sequence. On the left, a white rectangular box with a black border contains the text 'AFloorSwitch::BeginPlay'. A dark blue arrow points from the right side of this box to the left side of a second rectangular box on the right. This second box is shaded light gray with a black border and contains the text 'AFloorSwitch::OnOverlapBegin'.

AFloorSwitch::OnOverlapBegin