

AMain::BeginPlay



```
graph LR; A[AMain::BeginPlay] --> B[AMainPlayerController::GameModeOnly];
```

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

AMainPlayerController
::GameModeOnly