

AGameModeBase



```
classDiagram
    class AGameModeBase
    class APT_GameModeBase
    APT_GameModeBase --|> AGameModeBase
```

The diagram illustrates a class hierarchy. At the top is a white box labeled 'AGameModeBase'. Below it is a gray box labeled 'APT\_GameModeBase'. A blue arrow points from the top of the gray box to the bottom of the white box, indicating that 'APT\_GameModeBase' inherits from 'AGameModeBase'.

APT\_GameModeBase