


Person_Character::addAmmunition



```
graph LR; A["PickupAmmo_Actor::OnComponent  
BeginOverlap"] --> B["Person_Character::addAmmunition"]
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'Person_Character::addAmmunition'. The box on the right is white and contains the text 'PickupAmmo_Actor::OnComponent' on the top line and 'BeginOverlap' on the bottom line. A dark blue arrow points from the right side of the white box to the left side of the gray box.

PickupAmmo_Actor::OnComponent
BeginOverlap