

Person_Character::BeginPlay



```
graph LR; A[Person_Character::BeginPlay] --> B[Person_Character::initWeapon]
```

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

Person_Character::initWeapon