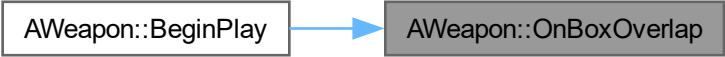


`AWeapon::BeginPlay`



```
graph LR; A[AWeapon::BeginPlay] --> B[AWeapon::OnBoxOverlap];
```

The diagram illustrates a sequence of events in a game engine. On the left, a white rectangular box with a dark border contains the text `AWeapon::BeginPlay`. A blue arrow points from the right side of this box to the left side of a second box on the right. This second box is gray with a dark border and contains the text `AWeapon::OnBoxOverlap`.

`AWeapon::OnBoxOverlap`