

ASessionGameMode::BeginPlay



```
graph LR; A[ASessionGameMode::BeginPlay] --> B[AArmorItem::CreateInstance]
```

The diagram illustrates a function call. On the left, a white rectangular box with a black border contains the text 'ASessionGameMode::BeginPlay'. A 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 'AArmorItem::CreateInstance'.

AArmorItem::CreateInstance