


AMainPlayer::BeginPlay



```
graph LR; A[AMainPlayer::BeginPlay] --> B[AMainPlayer::OnBeginOverlap];
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow. The left box is white with a black border and contains the text 'AMainPlayer::BeginPlay'. The right box is gray with a black border and contains the text 'AMainPlayer::OnBeginOverlap'. The arrow points from the right side of the first box to the left side of the second box.

AMainPlayer::OnBeginOverlap