


AQuadPawn::BeginPlay



```
graph LR; A[AQuadPawn::BeginPlay] --> B[UQuadDroneController::Initialize];
```

The diagram illustrates a function call. On the left, a white rectangular box with a black border contains the text "AQuadPawn::BeginPlay". A dark 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 "UQuadDroneController::Initialize".

UQuadDroneController  
::Initialize