


ADroneManager::BeginPlay



```
graph LR; A[ADroneManager::BeginPlay] --> B[ADroneManager::OnActorSpawned]
```

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

ADroneManager::OnActorSpawned