

AGameModeBase



```
classDiagram
    AQuadSimGameMode --|> AGameModeBase
```

The diagram illustrates a class hierarchy. At the top is a white box labeled 'AGameModeBase'. Below it is a gray box labeled 'AQuadSimGameMode'. A blue arrow points from the 'AQuadSimGameMode' box up to the 'AGameModeBase' box, indicating that 'AQuadSimGameMode' inherits from 'AGameModeBase'.

AQuadSimGameMode