

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 white with a black border and contains the text 'ADroneManager::BeginPlay'. The right box is light gray with a black border and contains the text 'ADroneManager::OnActorSpawned'. A dark blue arrow points from the right side of the first box to the left side of the second box.

ADroneManager::OnActorSpawned