


AQuadPawn::BeginPlay



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

The diagram illustrates a call from the `AQuadPawn::BeginPlay` function to the `AQuadPawn::OnDroneHit` function. A blue arrow points from the left box to the right box.

AQuadPawn::OnDroneHit