```cpp
 1
 2  #include "TP_PickUpComponent.h"
 3
 4  UTP_PickUpComponent::UTP_PickUpComponent()
 5  {
 6      // Setup the Sphere Collision
 7      SphereRadius = 32.f;
 8  }
 9
10  void UTP_PickUpComponent::BeginPlay()
11  {
12      Super::BeginPlay();
13
14      // Register our Overlap Event
15      OnComponentBeginOverlap.AddDynamic(this,
         &UTP_PickUpComponent::OnSphereBeginOverlap);
16  }
17
18  void UTP_PickUpComponent::OnSphereBeginOverlap(UPrimitiveComponent*
     OverlappedComponent, AActor* OtherActor, UPrimitiveComponent* OtherComp,
     int32 OtherBodyIndex, bool bFromSweep, const FHitResult& SweepResult)
19  {
20      // Checking if it is a First Person Character overlapping
21      ANestFlightCharacter* Character = Cast<ANestFlightCharacter>
         (OtherActor);
22      if(Character != nullptr)
23      {
24          // Notify that the actor is being picked up
25          OnPickUp.Broadcast(Character);
26
27          // Unregister from the Overlap Event so it is no longer triggered
28          OnComponentBeginOverlap.RemoveAll(this);
29      }
30  }
31
```