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ActorProperties Class

Class for constants. These (byte) values define "well known" properties for an Actor / Player.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**ActorProperties**

|  |  |
| --- | --- |
| C# |  |
| public class ActorProperties | |

Remarks

Pun uses these constants internally.
"Custom properties" have to use a string-type as key. They can be assigned at will.

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[IsInactive](#topic_0000000000000096), [PlayerName](#topic_0000000000000095), [UserId](#topic_0000000000000097)

IsInactive Field

(254) Tells you if the player is currently in this game (getting events live).

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) IsInactive = 254 | |

Remarks

A server-set value for async games, where players can leave the game and return later.

See Also

Applies to: [ActorProperties](#topic_0000000000000094)

PlayerName Field

(255) Name of a player/actor.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) PlayerName = 255 | |

See Also

Applies to: [ActorProperties](#topic_0000000000000094)

UserId Field

(253) UserId of the player. Sent when room gets created with RoomOptions.PublishUserId = true.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) UserId = 253 | |

See Also

Applies to: [ActorProperties](#topic_0000000000000094)

AttackArea Class

AttackArea handler

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**AttackArea**

|  |  |
| --- | --- |
| C# |  |
| public class AttackArea : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnTriggerEnter2D](#topic_0000000000000679), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[damage](#topic_0000000000000678)

AttackArea.OnTriggerEnter2D Method

Attack trigger

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnTriggerEnter2D(  **Collider2D** *collider* ) | |

Parameters

collider

|  |
| --- |
|  |

See Also

Applies to: [AttackArea](#topic_0000000000000677)

damage Field

the default damage

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) damage | |

See Also

Applies to: [AttackArea](#topic_0000000000000677)

AuthenticationValues Class

Container for user authentication in Photon. Set AuthValues before you connect - all else is handled.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**AuthenticationValues**

|  |  |
| --- | --- |
| C# |  |
| public class AuthenticationValues | |

Remarks

On Photon, user authentication is optional but can be useful in many cases.
If you want to FindFriends, a unique ID per user is very practical.
There are basically three options for user authentification: None at all, the client sets some UserId
or you can use some account web-service to authenticate a user (and set the UserId server-side).
Custom Authentication lets you verify end-users by some kind of login or token. It sends those
values to Photon which will verify them before granting access or disconnecting the client.
The AuthValues are sent in OpAuthenticate when you connect, so they must be set before you connect.
Should you not set any AuthValues, PUN will create them and set the playerName as userId in them.
If the AuthValues.userId is null or empty when it's sent to the server, then the Photon Server assigns a userId!
The Photon Cloud Dashboard will let you enable this feature and set important server values for it.
https://dashboard.photonengine.com

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[AuthGetParameters](#topic_0000000000000174), [AuthPostData](#topic_0000000000000175), [AuthType](#topic_0000000000000173), [Token](#topic_0000000000000176), [UserId](#topic_0000000000000177)

Methods

[AddAuthParameter](#topic_000000000000017D), [Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [SetAuthPostData](#topic_000000000000017A), [ToString](#topic_000000000000017E)

Fields

[authType](#topic_0000000000000172)

AuthenticationValues Constructor

Creates empty auth values without any info.

|  |  |
| --- | --- |
| C# |  |
| public AuthenticationValues() | |

See Also

Applies to: [AuthenticationValues](#topic_0000000000000171)

AuthenticationValues(String) Constructor

Creates minimal info about the user. If this is authenticated or not, depends on the set AuthType.

|  |  |
| --- | --- |
| C# |  |
| public AuthenticationValues(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *userId* ) | |

Parameters

userId

|  |
| --- |
| Some UserId to set in Photon. |

See Also

Applies to: [AuthenticationValues](#topic_0000000000000171)

AuthenticationValues.AuthGetParameters Property

This string must contain any (http get) parameters expected by the used authentication service. By default, username and token.

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) AuthGetParameters {get; set;} | |

Remarks

Maps to operation parameter 216.
Standard http get parameters are used here and passed on to the service that's defined in the server (Photon Cloud Dashboard).

See Also

Applies to: [AuthenticationValues](#topic_0000000000000171)

AuthenticationValues.AuthPostData Property

Data to be passed-on to the auth service via POST. Default: null (not sent). Either string or byte[] (see setters).

|  |  |
| --- | --- |
| C# |  |
| public [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) AuthPostData {get; private set;} | |

Remarks

Maps to operation parameter 214.

See Also

Applies to: [AuthenticationValues](#topic_0000000000000171)

AuthenticationValues.AuthType Property

The type of custom authentication provider that should be used. Currently only "Custom" or "None" (turns this off).

|  |  |
| --- | --- |
| C# |  |
| public [CustomAuthenticationType](#topic_0000000000000167) AuthType {get; set;} | |

See Also

Applies to: [AuthenticationValues](#topic_0000000000000171)

AuthenticationValues.Token Property

After initial authentication, Photon provides a token for this client / user, which is subsequently used as (cached) validation.

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) Token {get; set;} | |

See Also

Applies to: [AuthenticationValues](#topic_0000000000000171)

AuthenticationValues.UserId Property

The UserId should be a unique identifier per user. This is for finding friends, etc..

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) UserId {get; set;} | |

Remarks

See remarks of AuthValues for info about how this is set and used.

See Also

Applies to: [AuthenticationValues](#topic_0000000000000171)

AuthenticationValues.AddAuthParameter Method

Adds a key-value pair to the get-parameters used for Custom Auth (AuthGetParameters).

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) AddAuthParameter(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *key*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *value* ) | |

Parameters

key

|  |
| --- |
| Key for the value to set. |

value

|  |
| --- |
| Some value relevant for Custom Authentication. |

Remarks

This method does uri-encoding for you.

See Also

Applies to: [AuthenticationValues](#topic_0000000000000171)

AuthenticationValues.SetAuthPostData (String) Method

Sets the data to be passed-on to the auth service via POST.

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetAuthPostData(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *stringData* ) | |

Parameters

stringData

|  |
| --- |
| String data to be used in the body of the POST request. Null or empty string will set AuthPostData to null. |

Remarks

AuthPostData is just one value. Each SetAuthPostData replaces any previous value. It can be either a string, a byte[] or a dictionary. Each SetAuthPostData replaces any previous value.

See Also

Applies to: [AuthenticationValues](#topic_0000000000000171)

AuthenticationValues.SetAuthPostData (Byte()) Method

Sets the data to be passed-on to the auth service via POST.

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetAuthPostData(  [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte)[] *byteData* ) | |

Parameters

byteData

|  |
| --- |
| Binary token / auth-data to pass on. |

Remarks

AuthPostData is just one value. Each SetAuthPostData replaces any previous value. It can be either a string, a byte[] or a dictionary. Each SetAuthPostData replaces any previous value.

See Also

Applies to: [AuthenticationValues](#topic_0000000000000171)

AuthenticationValues.SetAuthPostData (Dictionary<StringObject>) Method

Sets data to be passed-on to the auth service as Json (Content-Type: "application/json") via Post.

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetAuthPostData(  [Dictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.dictionary-2)<[string](https://docs.microsoft.com/en-us/dotnet/api/system.string), [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)> *dictData* ) | |

Parameters

dictData

|  |
| --- |
| A authentication-data dictionary will be converted to Json and passed to the Auth webservice via HTTP Post. |

Remarks

AuthPostData is just one value. Each SetAuthPostData replaces any previous value. It can be either a string, a byte[] or a dictionary. Each SetAuthPostData replaces any previous value.

See Also

Applies to: [AuthenticationValues](#topic_0000000000000171)

AuthenticationValues.ToString Method

|  |  |
| --- | --- |
| C# |  |
| public override [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ToString() | |

See Also

Applies to: [AuthenticationValues](#topic_0000000000000171)

authType Field

See AuthType.

|  |  |
| --- | --- |
| C# |  |
| private [CustomAuthenticationType](#topic_0000000000000167) authType | |

See Also

Applies to: [AuthenticationValues](#topic_0000000000000171)

CameraFollow Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**CameraFollow**

|  |  |
| --- | --- |
| C# |  |
| public class CameraFollow : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [FixedUpdate](#topic_000000000000067D), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[offset](#topic_000000000000067C), [target](#topic_000000000000067B)

CameraFollow.FixedUpdate Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) FixedUpdate() | |

See Also

Applies to: [CameraFollow](#topic_000000000000067A)

offset Field

|  |  |
| --- | --- |
| C# |  |
| public **Vector3** offset | |

See Also

Applies to: [CameraFollow](#topic_000000000000067A)

target Field

|  |  |
| --- | --- |
| C# |  |
| public **Transform** target | |

See Also

Applies to: [CameraFollow](#topic_000000000000067A)

CellTree Class

Represents the tree accessible from its root node.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**CellTree**

|  |  |
| --- | --- |
| C# |  |
| public class CellTree | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[RootNode](#topic_000000000000046A)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

CellTree Constructor

Default constructor.

|  |  |
| --- | --- |
| C# |  |
| public CellTree() | |

See Also

Applies to: [CellTree](#topic_0000000000000469)

CellTree(CellTreeNode) Constructor

Constructor to define the root node.

|  |  |
| --- | --- |
| C# |  |
| public CellTree(  [CellTreeNode](#topic_000000000000046D) *root* ) | |

Parameters

root

|  |
| --- |
| The root node of the tree. |

See Also

Applies to: [CellTree](#topic_0000000000000469)

CellTree.RootNode Property

Represents the root node of the cell tree.

|  |  |
| --- | --- |
| C# |  |
| public [CellTreeNode](#topic_000000000000046D) RootNode {get; private set;} | |

See Also

Applies to: [CellTree](#topic_0000000000000469)

CellTreeNode Class

Represents a single node of the tree.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**CellTreeNode**

|  |  |
| --- | --- |
| C# |  |
| public class CellTreeNode | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[AddChild](#topic_000000000000047D), [Draw](#topic_000000000000047E), [Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetActiveCells](#topic_000000000000047F), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [IsPointInsideCell](#topic_0000000000000480), [IsPointNearCell](#topic_0000000000000481), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Enumerations

[ENodeType](#topic_000000000000046E)

Fields

[BottomRight](#topic_0000000000000476), [Center](#topic_0000000000000473), [Childs](#topic_0000000000000479), [Id](#topic_0000000000000472), [NodeType](#topic_0000000000000477), [Parent](#topic_0000000000000478), [Size](#topic_0000000000000474), [TopLeft](#topic_0000000000000475), [maxDistance](#topic_000000000000047A)

CellTreeNode(Byte, ENodeType, CellTreeNode) Constructor

Constructor to define the ID and the node type as well as setting a parent node.

|  |  |
| --- | --- |
| C# |  |
| public CellTreeNode(  [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) *id*,  [ENodeType](#topic_000000000000046E) *nodeType*,  [CellTreeNode](#topic_000000000000046D) *parent* ) | |

Parameters

id

|  |
| --- |
| The ID of the cell is used as the interest group. |

nodeType

|  |
| --- |
| The node type of the cell tree node. |

parent

|  |
| --- |
| The parent node of the cell tree node. |

See Also

Applies to: [CellTreeNode](#topic_000000000000046D)

CellTreeNode Constructor

Default constructor.

|  |  |
| --- | --- |
| C# |  |
| public CellTreeNode() | |

See Also

Applies to: [CellTreeNode](#topic_000000000000046D)

CellTreeNode.AddChild Method

Adds the given child to the node.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) AddChild(  [CellTreeNode](#topic_000000000000046D) *child* ) | |

Parameters

child

|  |
| --- |
| The child which is added to the node. |

See Also

Applies to: [CellTreeNode](#topic_000000000000046D)

CellTreeNode.Draw Method

Draws the cell in the editor.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Draw() | |

See Also

Applies to: [CellTreeNode](#topic_000000000000046D)

CellTreeNode.GetActiveCells Method

Gathers all cell IDs the player is currently inside or nearby.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) GetActiveCells(  [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte)> *activeCells*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *yIsUpAxis*,  **Vector3** *position* ) | |

Parameters

activeCells

|  |
| --- |
| The list to add all cell IDs to the player is currently inside or nearby. |

yIsUpAxis

|  |
| --- |
| Describes if the y-axis is used as up-axis. |

position

|  |
| --- |
| The current position of the player. |

See Also

Applies to: [CellTreeNode](#topic_000000000000046D)

CellTreeNode.IsPointInsideCell Method

Checks if the given point is inside the cell.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsPointInsideCell(  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *yIsUpAxis*,  **Vector3** *point* ) | |

Parameters

yIsUpAxis

|  |
| --- |
| Describes if the y-axis is used as up-axis. |

point

|  |
| --- |
| The point to check. |

Returns

True if the point is inside the cell, false if the point is not inside the cell.

See Also

Applies to: [CellTreeNode](#topic_000000000000046D)

CellTreeNode.IsPointNearCell Method

Checks if the given point is near the cell.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsPointNearCell(  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *yIsUpAxis*,  **Vector3** *point* ) | |

Parameters

yIsUpAxis

|  |
| --- |
| Describes if the y-axis is used as up-axis. |

point

|  |
| --- |
| The point to check. |

Returns

True if the point is near the cell, false if the point is too far away.

See Also

Applies to: [CellTreeNode](#topic_000000000000046D)

ENodeType Enumeration

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Leaf | 2 |  |
| Node | 1 |  |
| Root | 0 |  |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

See Also

Applies to: [CellTreeNode](#topic_000000000000046D)

BottomRight Field

Represents the center, top-left or bottom-right position of the cell
or the size of the cell.

|  |  |
| --- | --- |
| C# |  |
| public **Vector3** BottomRight | |

See Also

Applies to: [CellTreeNode](#topic_000000000000046D)

Center Field

Represents the center, top-left or bottom-right position of the cell
or the size of the cell.

|  |  |
| --- | --- |
| C# |  |
| public **Vector3** Center | |

See Also

Applies to: [CellTreeNode](#topic_000000000000046D)

Childs Field

A list containing all child nodes.

|  |  |
| --- | --- |
| C# |  |
| public [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[CellTreeNode](#topic_000000000000046D)> Childs | |

See Also

Applies to: [CellTreeNode](#topic_000000000000046D)

Id Field

Represents the unique ID of the cell.

|  |  |
| --- | --- |
| C# |  |
| public [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Id | |

See Also

Applies to: [CellTreeNode](#topic_000000000000046D)

NodeType Field

Describes the current node type of the cell tree node.

|  |  |
| --- | --- |
| C# |  |
| public [ENodeType](#topic_000000000000046E) NodeType | |

See Also

Applies to: [CellTreeNode](#topic_000000000000046D)

Parent Field

Reference to the parent node.

|  |  |
| --- | --- |
| C# |  |
| public [CellTreeNode](#topic_000000000000046D) Parent | |

See Also

Applies to: [CellTreeNode](#topic_000000000000046D)

Size Field

Represents the center, top-left or bottom-right position of the cell
or the size of the cell.

|  |  |
| --- | --- |
| C# |  |
| public **Vector3** Size | |

See Also

Applies to: [CellTreeNode](#topic_000000000000046D)

TopLeft Field

Represents the center, top-left or bottom-right position of the cell
or the size of the cell.

|  |  |
| --- | --- |
| C# |  |
| public **Vector3** TopLeft | |

See Also

Applies to: [CellTreeNode](#topic_000000000000046D)

maxDistance Field

The max distance the player can have to the center of the cell for being 'nearby'.
This is calculated once at runtime.

|  |  |
| --- | --- |
| C# |  |
| private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) maxDistance | |

See Also

Applies to: [CellTreeNode](#topic_000000000000046D)

ConnectAndJoinRandom Class

This script automatically connects to Photon (using the settings file),
tries to join a random room and creates one if none was found (which is ok).

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[Photon.MonoBehaviour](#topic_00000000000001D0)

**ConnectAndJoinRandom**

|  |  |
| --- | --- |
| C# |  |
| public class ConnectAndJoinRandom : [MonoBehaviour](#topic_00000000000001D0) | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [photonView](#topic_00000000000001D2) (inherited from [MonoBehaviour](#topic_00000000000001D0)), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnConnectedToMaster](#topic_000000000000044C), [OnFailedToConnectToPhoton](#topic_000000000000044F), [OnJoinedLobby](#topic_000000000000044D), [OnJoinedRoom](#topic_0000000000000450), [OnPhotonRandomJoinFailed](#topic_000000000000044E), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [Start](#topic_000000000000044A), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [Update](#topic_000000000000044B)

Fields

[AutoConnect](#topic_0000000000000447), [ConnectInUpdate](#topic_0000000000000449), [Version](#topic_0000000000000448)

ConnectAndJoinRandom.OnConnectedToMaster Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnConnectedToMaster() | |

See Also

Applies to: [ConnectAndJoinRandom](#topic_0000000000000446)

ConnectAndJoinRandom.OnFailedToConnectToPhoton Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnFailedToConnectToPhoton(  [DisconnectCause](#topic_0000000000000199) *cause* ) | |

Parameters

cause

|  |
| --- |
|  |

See Also

Applies to: [ConnectAndJoinRandom](#topic_0000000000000446)

ConnectAndJoinRandom.OnJoinedLobby Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnJoinedLobby() | |

See Also

Applies to: [ConnectAndJoinRandom](#topic_0000000000000446)

ConnectAndJoinRandom.OnJoinedRoom Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnJoinedRoom() | |

See Also

Applies to: [ConnectAndJoinRandom](#topic_0000000000000446)

ConnectAndJoinRandom.OnPhotonRandomJoinFailed Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonRandomJoinFailed() | |

See Also

Applies to: [ConnectAndJoinRandom](#topic_0000000000000446)

ConnectAndJoinRandom.Start Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [ConnectAndJoinRandom](#topic_0000000000000446)

ConnectAndJoinRandom.Update Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [ConnectAndJoinRandom](#topic_0000000000000446)

AutoConnect Field

Connect automatically? If false you can set this to true later on or call ConnectUsingSettings in your own scripts.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) AutoConnect | |

See Also

Applies to: [ConnectAndJoinRandom](#topic_0000000000000446)

ConnectInUpdate Field

if we don't want to connect in Start(), we have to "remember" if we called ConnectUsingSettings()

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ConnectInUpdate | |

See Also

Applies to: [ConnectAndJoinRandom](#topic_0000000000000446)

Version Field

|  |  |
| --- | --- |
| C# |  |
| public [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Version | |

See Also

Applies to: [ConnectAndJoinRandom](#topic_0000000000000446)

CullArea Class

Represents the cull area used for network culling.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**CullArea**

|  |  |
| --- | --- |
| C# |  |
| [HelpURL("https://doc.photonengine.com/en-us/pun/current/demos-and-tutorials/package-demos/culling-demo")] public class CullArea : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[CellCount](#topic_000000000000045C), [CellTree](#topic_000000000000045D), [Map](#topic_000000000000045E), [animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[Awake](#topic_0000000000000462), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [CreateCellHierarchy](#topic_0000000000000464), [CreateChildCells](#topic_0000000000000465), [DrawCells](#topic_0000000000000466), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetActiveCells](#topic_0000000000000468), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsCellCountAllowed](#topic_0000000000000467), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnDrawGizmos](#topic_0000000000000463), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[Center](#topic_0000000000000458), [FIRST\_GROUP\_ID](#topic_0000000000000454), [MAX\_NUMBER\_OF\_ALLOWED\_CELLS](#topic_0000000000000452), [MAX\_NUMBER\_OF\_SUBDIVISIONS](#topic_0000000000000453), [NumberOfSubdivisions](#topic_000000000000045B), [RecreateCellHierarchy](#topic_0000000000000460), [SUBDIVISION\_FIRST\_LEVEL\_ORDER](#topic_0000000000000455), [SUBDIVISION\_SECOND\_LEVEL\_ORDER](#topic_0000000000000456), [SUBDIVISION\_THIRD\_LEVEL\_ORDER](#topic_0000000000000457), [Size](#topic_0000000000000459), [Subdivisions](#topic_000000000000045A), [YIsUpAxis](#topic_000000000000045F), [idCounter](#topic_0000000000000461)

CullArea.CellCount Property

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) CellCount {get; private set;} | |

See Also

Applies to: [CullArea](#topic_0000000000000451)

CullArea.CellTree Property

|  |  |
| --- | --- |
| C# |  |
| public [CellTree](#topic_0000000000000469) CellTree {get; private set;} | |

See Also

Applies to: [CullArea](#topic_0000000000000451)

CullArea.Map Property

|  |  |
| --- | --- |
| C# |  |
| public [Dictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.dictionary-2)<[int](https://docs.microsoft.com/en-us/dotnet/api/system.int32), **GameObject**> Map {get; private set;} | |

See Also

Applies to: [CullArea](#topic_0000000000000451)

CullArea.Awake Method

Creates the cell hierarchy at runtime.

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Awake() | |

See Also

Applies to: [CullArea](#topic_0000000000000451)

CullArea.CreateCellHierarchy Method

Creates the cell hierarchy.

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CreateCellHierarchy() | |

See Also

Applies to: [CullArea](#topic_0000000000000451)

CullArea.CreateChildCells Method

Creates all child cells.

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CreateChildCells(  [CellTreeNode](#topic_000000000000046D) *parent*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *cellLevelInHierarchy* ) | |

Parameters

parent

|  |
| --- |
| The current parent node. |

cellLevelInHierarchy

|  |
| --- |
| The cell level within the current hierarchy. |

See Also

Applies to: [CullArea](#topic_0000000000000451)

CullArea.DrawCells Method

Draws the cells.

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) DrawCells() | |

See Also

Applies to: [CullArea](#topic_0000000000000451)

CullArea.GetActiveCells Method

Gets a list of all cell IDs the player is currently inside or nearby.

|  |  |
| --- | --- |
| C# |  |
| public [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte)> GetActiveCells(  **Vector3** *position* ) | |

Parameters

position

|  |
| --- |
| The current position of the player. |

Returns

A list containing all cell IDs the player is currently inside or nearby.

See Also

Applies to: [CullArea](#topic_0000000000000451)

CullArea.IsCellCountAllowed Method

Checks if the cell count is allowed.

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsCellCountAllowed() | |

Returns

True if the cell count is allowed, false if the cell count is too large.

See Also

Applies to: [CullArea](#topic_0000000000000451)

CullArea.OnDrawGizmos Method

Creates the cell hierarchy in editor and draws the cell view.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnDrawGizmos() | |

See Also

Applies to: [CullArea](#topic_0000000000000451)

Center Field

|  |  |
| --- | --- |
| C# |  |
| public **Vector2** Center | |

See Also

Applies to: [CullArea](#topic_0000000000000451)

FIRST\_GROUP\_ID Field

This represents the first ID which is assigned to the first created cell.
If you already have some interest groups blocking this first ID, fell free to change it.
However increasing the first group ID decreases the maximum amount of allowed cells.
Allowed values are in range from 1 to 250.

|  |  |
| --- | --- |
| C# |  |
| public readonly [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) FIRST\_GROUP\_ID | |

See Also

Applies to: [CullArea](#topic_0000000000000451)

NumberOfSubdivisions Field

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) NumberOfSubdivisions | |

See Also

Applies to: [CullArea](#topic_0000000000000451)

RecreateCellHierarchy Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) RecreateCellHierarchy | |

See Also

Applies to: [CullArea](#topic_0000000000000451)

SUBDIVISION\_FIRST\_LEVEL\_ORDER Field

This represents the order in which updates are sent.
The number represents the subdivision of the cell hierarchy:
- 0: message is sent to all players
- 1: message is sent to players who are interested in the matching cell of the first subdivision
If there is only one subdivision we are sending one update to all players
before sending three consequent updates only to players who are in the same cell
or interested in updates of the current cell.

|  |  |
| --- | --- |
| C# |  |
| new public readonly [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32)[] SUBDIVISION\_FIRST\_LEVEL\_ORDER | |

See Also

Applies to: [CullArea](#topic_0000000000000451)

SUBDIVISION\_SECOND\_LEVEL\_ORDER Field

This represents the order in which updates are sent.
The number represents the subdivision of the cell hierarchy:
- 0: message is sent to all players
- 1: message is sent to players who are interested in the matching cell of the first subdivision
- 2: message is sent to players who are interested in the matching cell of the second subdivision
If there are two subdivisions we are sending every second update only to players
who are in the same cell or interested in updates of the current cell.

|  |  |
| --- | --- |
| C# |  |
| new public readonly [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32)[] SUBDIVISION\_SECOND\_LEVEL\_ORDER | |

See Also

Applies to: [CullArea](#topic_0000000000000451)

SUBDIVISION\_THIRD\_LEVEL\_ORDER Field

This represents the order in which updates are sent.
The number represents the subdivision of the cell hierarchy:
- 0: message is sent to all players
- 1: message is sent to players who are interested in the matching cell of the first subdivision
- 2: message is sent to players who are interested in the matching cell of the second subdivision
- 3: message is sent to players who are interested in the matching cell of the third subdivision
If there are two subdivisions we are sending every second update only to players
who are in the same cell or interested in updates of the current cell.

|  |  |
| --- | --- |
| C# |  |
| new public readonly [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32)[] SUBDIVISION\_THIRD\_LEVEL\_ORDER | |

See Also

Applies to: [CullArea](#topic_0000000000000451)

Size Field

|  |  |
| --- | --- |
| C# |  |
| new public **Vector2** Size | |

See Also

Applies to: [CullArea](#topic_0000000000000451)

Subdivisions Field

|  |  |
| --- | --- |
| C# |  |
| new public **Vector2**[] Subdivisions | |

See Also

Applies to: [CullArea](#topic_0000000000000451)

YIsUpAxis Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) YIsUpAxis | |

See Also

Applies to: [CullArea](#topic_0000000000000451)

idCounter Field

|  |  |
| --- | --- |
| C# |  |
| private [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) idCounter | |

See Also

Applies to: [CullArea](#topic_0000000000000451)

MAX\_NUMBER\_OF\_ALLOWED\_CELLS Field

|  |  |
| --- | --- |
| C# |  |
| private const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) MAX\_NUMBER\_OF\_ALLOWED\_CELLS = 250 | |

See Also

Applies to: [CullArea](#topic_0000000000000451)

MAX\_NUMBER\_OF\_SUBDIVISIONS Field

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) MAX\_NUMBER\_OF\_SUBDIVISIONS = 3 | |

See Also

Applies to: [CullArea](#topic_0000000000000451)

EncryptionDataParameters Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**EncryptionDataParameters**

|  |  |
| --- | --- |
| C# |  |
| public static class EncryptionDataParameters | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[Mode](#topic_0000000000000052), [Secret1](#topic_0000000000000053), [Secret2](#topic_0000000000000054)

Mode Field

Key for encryption mode

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Mode = 0 | |

See Also

Applies to: [EncryptionDataParameters](#topic_0000000000000051)

Secret1 Field

Key for first secret

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Secret1 = 1 | |

See Also

Applies to: [EncryptionDataParameters](#topic_0000000000000051)

Secret2 Field

Key for second secret

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Secret2 = 2 | |

See Also

Applies to: [EncryptionDataParameters](#topic_0000000000000051)

EnemyAttackArea Class

AttackArea handler

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**EnemyAttackArea**

|  |  |
| --- | --- |
| C# |  |
| public class EnemyAttackArea : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnTriggerEnter2D](#topic_0000000000000680), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[damage](#topic_000000000000067F)

EnemyAttackArea.OnTriggerEnter2D Method

Attack trigger

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnTriggerEnter2D(  **Collider2D** *collider* ) | |

Parameters

collider

|  |
| --- |
|  |

See Also

Applies to: [EnemyAttackArea](#topic_000000000000067E)

damage Field

the default damage

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) damage | |

See Also

Applies to: [EnemyAttackArea](#topic_000000000000067E)

EnemyHealth Class

Enemy health handler

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**EnemyHealth**

|  |  |
| --- | --- |
| C# |  |
| public class EnemyHealth : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Damage](#topic_0000000000000685), [Die](#topic_0000000000000686), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [Update](#topic_0000000000000683), [VisualIndicator](#topic_0000000000000684)

Fields

[health](#topic_0000000000000682)

EnemyHealth.Damage Method

Calculate the damage

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Damage(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *amount* ) | |

Parameters

amount

|  |
| --- |
|  |

Source code

|  |
| --- |
| public void Damage(int amount)  {  // the damage is negative number will cause an error  if (amount < 0)  {  throw new System.ArgumentOutOfRangeException("Cannot have a negative damage");  }    this.health -= amount;    StartCoroutine(VisualIndicator(Color.red));    // If amount of health is less than 0 then the player will be destoried  if (health <= 0)  {  Die();  }  } |

See Also

Applies to: [EnemyHealth](#topic_0000000000000681)

EnemyHealth.Die Method

Destory the enemy when the health is less then 0

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Die() | |

See Also

Applies to: [EnemyHealth](#topic_0000000000000681)

EnemyHealth.Update Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [EnemyHealth](#topic_0000000000000681)

EnemyHealth.VisualIndicator Method

Damage visualization

|  |  |
| --- | --- |
| C# |  |
| private [IEnumerator](https://docs.microsoft.com/en-us/dotnet/api/system.collections.ienumerator) VisualIndicator(  **Color** *color* ) | |

Parameters

color

|  |
| --- |
|  |

See Also

Applies to: [EnemyHealth](#topic_0000000000000681)

health Field

Set the initial health value to 100

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) health | |

See Also

Applies to: [EnemyHealth](#topic_0000000000000681)

EnemyMovement Class

Enemy movement handler

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**EnemyMovement**

|  |  |
| --- | --- |
| C# |  |
| public class EnemyMovement : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [Start](#topic_000000000000068C), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [Update](#topic_000000000000068D), [checkFlipping](#topic_000000000000068E)

Fields

[distancBetween](#topic_000000000000068A), [distance](#topic_000000000000068B), [player](#topic_0000000000000688), [speed](#topic_0000000000000689)

EnemyMovement.Start Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [EnemyMovement](#topic_0000000000000687)

EnemyMovement.Update Method

Getting the distance between enemy and player object

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [EnemyMovement](#topic_0000000000000687)

EnemyMovement.checkFlipping Method

Relcated the direction of the enemy

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) checkFlipping(  **Vector2** *direction* ) | |

Parameters

direction

|  |
| --- |
|  |

See Also

Applies to: [EnemyMovement](#topic_0000000000000687)

distancBetween Field

the chasing distance detector

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) distancBetween | |

See Also

Applies to: [EnemyMovement](#topic_0000000000000687)

distance Field

the distance between the enemy and player

|  |  |
| --- | --- |
| C# |  |
| private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) distance | |

See Also

Applies to: [EnemyMovement](#topic_0000000000000687)

player Field

Get the chasing object

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** player | |

See Also

Applies to: [EnemyMovement](#topic_0000000000000687)

speed Field

the speed of the enemy

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) speed | |

See Also

Applies to: [EnemyMovement](#topic_0000000000000687)

ErrorCode Class

ErrorCode defines the default codes associated with Photon client/server communication.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**ErrorCode**

|  |  |
| --- | --- |
| C# |  |
| public class ErrorCode | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[AlreadyMatched](#topic_0000000000000080), [AuthenticationTicketExpired](#topic_0000000000000088), [CustomAuthenticationFailed](#topic_0000000000000087), [ExternalHttpCallFailed](#topic_0000000000000091), [GameClosed](#topic_000000000000007F), [GameDoesNotExist](#topic_0000000000000084), [GameFull](#topic_000000000000007E), [GameIdAlreadyExists](#topic_000000000000007D), [HttpLimitReached](#topic_0000000000000090), [InternalServerError](#topic_000000000000007B), [InvalidAuthentication](#topic_000000000000007C), [InvalidEncryptionParameters](#topic_0000000000000093), [InvalidOperation](#topic_000000000000007A), [InvalidOperationCode](#topic_0000000000000079), [InvalidRegion](#topic_0000000000000086), [JoinFailedFoundActiveJoiner](#topic_000000000000008F), [JoinFailedFoundExcludedUserId](#topic_000000000000008E), [JoinFailedFoundInactiveJoiner](#topic_000000000000008C), [JoinFailedPeerAlreadyJoined](#topic_000000000000008B), [JoinFailedWithRejoinerNotFound](#topic_000000000000008D), [MaxCcuReached](#topic_0000000000000085), [NoRandomMatchFound](#topic_0000000000000083), [Ok](#topic_0000000000000077), [OperationNotAllowedInCurrentState](#topic_0000000000000078), [PluginMismatch](#topic_000000000000008A), [PluginReportedError](#topic_0000000000000089), [ServerFull](#topic_0000000000000081), [SlotError](#topic_0000000000000092), [UserBlocked](#topic_0000000000000082)

AlreadyMatched Field

**NOTE: This member is now obsolete.**

No longer used, cause random matchmaking is no longer a process.

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("No longer used, cause random matchmaking is no longer a process.")] public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) AlreadyMatched = 32763 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

AuthenticationTicketExpired Field

(32753) The Authentication ticket expired. Usually, this is refreshed behind the scenes. Connect (and authorize) again.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) AuthenticationTicketExpired = 32753 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

CustomAuthenticationFailed Field

(32755) Custom Authentication of the user failed due to setup reasons (see Cloud Dashboard) or the provided user data (like username or token). Check error message for details.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) CustomAuthenticationFailed = 32755 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

ExternalHttpCallFailed Field

(32744) for WebRpc requests. Indicates the the call to the external service failed.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) ExternalHttpCallFailed = 32744 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

GameClosed Field

(32764) Game is closed and can't be joined. Join another game.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) GameClosed = 32764 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

GameDoesNotExist Field

(32758) Join can fail if the room (name) is not existing (anymore). This can happen when players leave while you join.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) GameDoesNotExist = 32758 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

GameFull Field

(32765) Game is full. This rarely happens when some player joined the room before your join completed.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) GameFull = 32765 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

GameIdAlreadyExists Field

(32766) GameId (name) already in use (can't create another). Change name.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) GameIdAlreadyExists = 32766 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

HttpLimitReached Field

(32745) for SetProerties and Raisevent (if flag HttpForward is true) requests. Indicates the maximum allowd http requests per minute was reached.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) HttpLimitReached = 32745 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

InternalServerError Field

(-1) Something went wrong in the server. Try to reproduce and contact Exit Games.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) InternalServerError = -1 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

InvalidAuthentication Field

(32767) Authentication failed. Possible cause: AppId is unknown to Photon (in cloud service).

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) InvalidAuthentication = 32767 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

InvalidEncryptionParameters Field

(32741) Server will react with this error if invalid encryption parameters provided by token

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) InvalidEncryptionParameters = 32741 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

InvalidOperation Field

(-2) The operation you called could not be executed on the server.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) InvalidOperation = -2 | |

Remarks

Make sure you are connected to the server you expect.
This code is used in several cases:
The arguments/parameters of the operation might be out of range, missing entirely or conflicting.
The operation you called is not implemented on the server (application). Server-side plugins affect the available operations.

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

InvalidOperationCode Field

**NOTE: This member is now obsolete.**

Use InvalidOperation.

(-2) The operation you called is not implemented on the server (application) you connect to. Make sure you run the fitting applications.

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Use InvalidOperation.")] public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) InvalidOperationCode = -2 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

InvalidRegion Field

(32756) Authorization on the Photon Cloud failed because the app's subscription does not allow to use a particular region's server.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) InvalidRegion = 32756 | |

Remarks

Some subscription plans for the Photon Cloud are region-bound. Servers of other regions can't be used then.
Check your master server address and compare it with your Photon Cloud Dashboard's info.
https://www.photonengine.com/dashboard
OpAuthorize is part of connection workflow but only on the Photon Cloud, this error can happen.
Self-hosted Photon servers with a CCU limited license won't let a client connect at all.

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

JoinFailedFoundActiveJoiner Field

(32746) for join requests. Indicates the list of ActiveActors already contains an actor with the requested ActorNr or UserId.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) JoinFailedFoundActiveJoiner = 32746 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

JoinFailedFoundExcludedUserId Field

(32747) for join requests. Note: for future use - Indicates the requested UserId was found in the ExcludedList.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) JoinFailedFoundExcludedUserId = 32747 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

JoinFailedFoundInactiveJoiner Field

(32749) for join requests. Indicates the list of InactiveActors already contains an actor with the requested ActorNr or UserId.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) JoinFailedFoundInactiveJoiner = 32749 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

JoinFailedPeerAlreadyJoined Field

(32750) for join requests. Indicates the current peer already called join and is joined to the room.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) JoinFailedPeerAlreadyJoined = 32750 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

JoinFailedWithRejoinerNotFound Field

(32748) for join requests. Indicates the list of Actors (active and inactive) did not contain an actor with the requested ActorNr or UserId.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) JoinFailedWithRejoinerNotFound = 32748 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

MaxCcuReached Field

(32757) Authorization on the Photon Cloud failed becaus the concurrent users (CCU) limit of the app's subscription is reached.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) MaxCcuReached = 32757 | |

Remarks

Unless you have a plan with "CCU Burst", clients might fail the authentication step during connect.
Affected client are unable to call operations. Please note that players who end a game and return
to the master server will disconnect and re-connect, which means that they just played and are rejected
in the next minute / re-connect.
This is a temporary measure. Once the CCU is below the limit, players will be able to connect an play again.
OpAuthorize is part of connection workflow but only on the Photon Cloud, this error can happen.
Self-hosted Photon servers with a CCU limited license won't let a client connect at all.

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

NoRandomMatchFound Field

(32760) Random matchmaking only succeeds if a room exists thats neither closed nor full. Repeat in a few seconds or create a new room.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) NoRandomMatchFound = 32760 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

Ok Field

(0) is always "OK", anything else an error or specific situation.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) Ok = 0 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

OperationNotAllowedInCurrentState Field

(-3) Operation can't be executed yet (e.g. OpJoin can't be called before being authenticated, RaiseEvent cant be used before getting into a room).

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) OperationNotAllowedInCurrentState = -3 | |

Remarks

Before you call any operations on the Cloud servers, the automated client workflow must complete its authorization.
In PUN, wait until State is: JoinedLobby (with AutoJoinLobby = true) or ConnectedToMaster (AutoJoinLobby = false)

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

PluginMismatch Field

(32751) CreateRoom/JoinRoom/Join operation fails if expected plugin does not correspond to loaded one.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) PluginMismatch = 32751 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

PluginReportedError Field

(32752) A server-side plugin (or webhook) failed to execute and reported an error. Check the OperationResponse.DebugMessage.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) PluginReportedError = 32752 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

ServerFull Field

(32762) All servers are busy. This is a temporary issue and the game logic should try again after a brief wait time.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) ServerFull = 32762 | |

Remarks

This error may happen for all operations that create rooms. The operation response will contain this error code.
This error is very unlikely to happen as we monitor load on all servers and add them on demand.
However, it's good to be prepared for a shortage of machines or surge in CCUs.

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

SlotError Field

(32742) Server error during matchmaking with slot reservation. E.g. the reserved slots can not exceed MaxPlayers.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) SlotError = 32742 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

UserBlocked Field

(32761) Not in use currently.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) UserBlocked = 32761 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000076)

EventCode Class

Class for constants. These values are for events defined by Photon Loadbalancing.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**EventCode**

|  |  |
| --- | --- |
| C# |  |
| public class EventCode | |

Remarks

They start at 255 and go DOWN. Your own in-game events can start at 0. Pun uses these constants internally.

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[AppStats](#topic_00000000000000A9), [AuthEvent](#topic_00000000000000B2), [AzureNodeInfo](#topic_00000000000000AB), [CacheSliceChanged](#topic_00000000000000B1), [ErrorInfo](#topic_00000000000000B0), [GameList](#topic_00000000000000A5), [GameListUpdate](#topic_00000000000000A6), [Join](#topic_00000000000000AC), [Leave](#topic_00000000000000AD), [LobbyStats](#topic_00000000000000AA), [Match](#topic_00000000000000A8), [PropertiesChanged](#topic_00000000000000AE), [QueueState](#topic_00000000000000A7), [SetProperties](#topic_00000000000000AF)

AppStats Field

(226) Event with stats about this application (players, rooms, etc)

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) AppStats = 226 | |

See Also

Applies to: [EventCode](#topic_00000000000000A4)

AuthEvent Field

(223) Sent by Photon to update a token before it times out.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) AuthEvent = 223 | |

See Also

Applies to: [EventCode](#topic_00000000000000A4)

AzureNodeInfo Field

**NOTE: This member is now obsolete.**

TCP routing was removed after becoming obsolete.

(210) Internally used in case of hosting by Azure

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("TCP routing was removed after becoming obsolete.")] public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) AzureNodeInfo = 210 | |

See Also

Applies to: [EventCode](#topic_00000000000000A4)

CacheSliceChanged Field

(250) Sent by Photon whent he event cache slice was changed. Done by OpRaiseEvent.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) CacheSliceChanged = 250 | |

See Also

Applies to: [EventCode](#topic_00000000000000A4)

ErrorInfo Field

(251) Sent by Photon Cloud when a plugin-call or webhook-call failed. Usually, the execution on the server continues, despite the issue. Contains: ParameterCode.Info.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) ErrorInfo = 251 | |

See Also

Applies to: [EventCode](#topic_00000000000000A4)

[https://com/en-us/pun/current/gameplay/web-extensions/webhooks#options](#)

GameList Field

(230) Initial list of RoomInfos (in lobby on Master)

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) GameList = 230 | |

See Also

Applies to: [EventCode](#topic_00000000000000A4)

GameListUpdate Field

(229) Update of RoomInfos to be merged into "initial" list (in lobby on Master)

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) GameListUpdate = 229 | |

See Also

Applies to: [EventCode](#topic_00000000000000A4)

Join Field

(255) Event Join: someone joined the game. The new actorNumber is provided as well as the properties of that actor (if set in OpJoin).

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Join = 255 | |

See Also

Applies to: [EventCode](#topic_00000000000000A4)

Leave Field

(254) Event Leave: The player who left the game can be identified by the actorNumber.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Leave = 254 | |

See Also

Applies to: [EventCode](#topic_00000000000000A4)

LobbyStats Field

(224) This event provides a list of lobbies with their player and game counts.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) LobbyStats = 224 | |

See Also

Applies to: [EventCode](#topic_00000000000000A4)

Match Field

(227) Currently not used. Event for matchmaking

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Match = 227 | |

See Also

Applies to: [EventCode](#topic_00000000000000A4)

PropertiesChanged Field

(253) When you call OpSetProperties with the broadcast option "on", this event is fired. It contains the properties being set.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) PropertiesChanged = 253 | |

See Also

Applies to: [EventCode](#topic_00000000000000A4)

QueueState Field

(228) Currently not used. State of queueing in case of server-full

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) QueueState = 228 | |

See Also

Applies to: [EventCode](#topic_00000000000000A4)

SetProperties Field

**NOTE: This member is now obsolete.**

Use PropertiesChanged now.

(253) When you call OpSetProperties with the broadcast option "on", this event is fired. It contains the properties being set.

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Use PropertiesChanged now.")] public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) SetProperties = 253 | |

See Also

Applies to: [EventCode](#topic_00000000000000A4)

Extensions Class

This static class defines some useful extension methods for several existing classes (e.g. Vector3, float and others).

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**Extensions**

|  |  |
| --- | --- |
| C# |  |
| public static class Extensions | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[AlmostEquals](#topic_000000000000005A), [Contains](#topic_0000000000000064), [Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetCachedParemeters](#topic_0000000000000057), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetPhotonView](#topic_0000000000000059), [GetPhotonViewsInChildren](#topic_0000000000000058), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Merge](#topic_000000000000005E), [MergeStringKeys](#topic_000000000000005F), [StripKeysWithNullValues](#topic_0000000000000063), [StripToStringKeys](#topic_0000000000000062), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToStringFull](#topic_0000000000000060)

Fields

[ParametersOfMethods](#topic_0000000000000056)

Extensions.AlmostEquals (Vector2, Vector2, Single) Method

compares the squared magnitude of target - second to given float value

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) AlmostEquals(  this **Vector2** *target*,  **Vector2** *second*,  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *sqrMagnitudePrecision* ) | |

Parameters

target

|  |
| --- |
|  |

second

|  |
| --- |
|  |

sqrMagnitudePrecision

|  |
| --- |
|  |

See Also

Applies to: [Extensions](#topic_0000000000000055)

Extensions.AlmostEquals (Quaternion, Quaternion, Single) Method

compares the angle between target and second to given float value

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) AlmostEquals(  this **Quaternion** *target*,  **Quaternion** *second*,  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *maxAngle* ) | |

Parameters

target

|  |
| --- |
|  |

second

|  |
| --- |
|  |

maxAngle

|  |
| --- |
|  |

See Also

Applies to: [Extensions](#topic_0000000000000055)

Extensions.AlmostEquals (Vector3, Vector3, Single) Method

compares the squared magnitude of target - second to given float value

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) AlmostEquals(  this **Vector3** *target*,  **Vector3** *second*,  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *sqrMagnitudePrecision* ) | |

Parameters

target

|  |
| --- |
|  |

second

|  |
| --- |
|  |

sqrMagnitudePrecision

|  |
| --- |
|  |

See Also

Applies to: [Extensions](#topic_0000000000000055)

Extensions.AlmostEquals (Single, Single, Single) Method

compares two floats and returns true of their difference is less than floatDiff

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) AlmostEquals(  this [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *target*,  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *second*,  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *floatDiff* ) | |

Parameters

target

|  |
| --- |
|  |

second

|  |
| --- |
|  |

floatDiff

|  |
| --- |
|  |

See Also

Applies to: [Extensions](#topic_0000000000000055)

Extensions.Contains Method

Checks if a particular integer value is in an int-array.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Contains(  this [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32)[] *target*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *nr* ) | |

Parameters

target

|  |
| --- |
| The array of ints to check. |

nr

|  |
| --- |
| The number to lookup in target. |

Returns

True if nr was found in target.

Remarks

This might be useful to look up if a particular actorNumber is in the list of players of a room.

See Also

Applies to: [Extensions](#topic_0000000000000055)

Extensions.GetCachedParemeters Method

|  |  |
| --- | --- |
| C# |  |
| public static [ParameterInfo](https://docs.microsoft.com/en-us/dotnet/api/system.reflection.parameterinfo)[] GetCachedParemeters(  this [MethodInfo](https://docs.microsoft.com/en-us/dotnet/api/system.reflection.methodinfo) *mo* ) | |

Parameters

mo

|  |
| --- |
|  |

See Also

Applies to: [Extensions](#topic_0000000000000055)

Extensions.GetPhotonView Method

|  |  |
| --- | --- |
| C# |  |
| public static [PhotonView](#topic_000000000000031B) GetPhotonView(  this **GameObject** *go* ) | |

Parameters

go

|  |
| --- |
|  |

See Also

Applies to: [Extensions](#topic_0000000000000055)

Extensions.GetPhotonViewsInChildren Method

|  |  |
| --- | --- |
| C# |  |
| public static [PhotonView](#topic_000000000000031B)[] GetPhotonViewsInChildren(  this **GameObject** *go* ) | |

Parameters

go

|  |
| --- |
|  |

See Also

Applies to: [Extensions](#topic_0000000000000055)

Extensions.Merge Method

Merges all keys from addHash into the target. Adds new keys and updates the values of existing keys in target.

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Merge(  this [IDictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.idictionary) *target*,  [IDictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.idictionary) *addHash* ) | |

Parameters

target

|  |
| --- |
| The IDictionary to update. |

addHash

|  |
| --- |
| The IDictionary containing data to merge into target. |

See Also

Applies to: [Extensions](#topic_0000000000000055)

Extensions.MergeStringKeys Method

Merges keys of type string to target Hashtable.

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) MergeStringKeys(  this [IDictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.idictionary) *target*,  [IDictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.idictionary) *addHash* ) | |

Parameters

target

|  |
| --- |
| The target IDicitionary passed in plus all string-typed keys from the addHash. |

addHash

|  |
| --- |
| A IDictionary that should be merged partly into target to update it. |

Remarks

Does not remove keys from target (so non-string keys CAN be in target if they were before).

See Also

Applies to: [Extensions](#topic_0000000000000055)

Extensions.StripKeysWithNullValues Method

This removes all key-value pairs that have a null-reference as value.
Photon properties are removed by setting their value to null.
Changes the original passed IDictionary!

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) StripKeysWithNullValues(  this [IDictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.idictionary) *original* ) | |

Parameters

original

|  |
| --- |
| The IDictionary to strip of keys with null-values. |

See Also

Applies to: [Extensions](#topic_0000000000000055)

Extensions.StripToStringKeys Method

This method copies all string-typed keys of the original into a new Hashtable.

|  |  |
| --- | --- |
| C# |  |
| public static **Hashtable** StripToStringKeys(  this [IDictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.idictionary) *original* ) | |

Parameters

original

|  |
| --- |
| The original IDictonary to get string-typed keys from. |

Returns

New Hashtable containing only string-typed keys of the original.

Remarks

Does not recurse (!) into hashes that might be values in the root-hash.
This does not modify the original.

See Also

Applies to: [Extensions](#topic_0000000000000055)

Extensions.ToStringFull (Object()) Method

Helper method for debugging of object[] content. Using this is not performant.

|  |  |
| --- | --- |
| C# |  |
| public static [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ToStringFull(  this [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] *data* ) | |

Parameters

data

|  |
| --- |
| Any object[]. |

Returns

A comma-separated string containing each value's ToString().

Remarks

Should only be used for debugging as necessary.

See Also

Applies to: [Extensions](#topic_0000000000000055)

Extensions.ToStringFull (IDictionary) Method

Helper method for debugging of IDictionary content, inlcuding type-information. Using this is not performant.

|  |  |
| --- | --- |
| C# |  |
| public static [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ToStringFull(  this [IDictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.idictionary) *origin* ) | |

Parameters

origin

|  |
| --- |
| Some Dictionary or Hashtable. |

Returns

String of the content of the IDictionary.

Remarks

Should only be used for debugging as necessary.

See Also

Applies to: [Extensions](#topic_0000000000000055)

ParametersOfMethods Field

|  |  |
| --- | --- |
| C# |  |
| new public static [Dictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.dictionary-2)<[MethodInfo](https://docs.microsoft.com/en-us/dotnet/api/system.reflection.methodinfo), [ParameterInfo](https://docs.microsoft.com/en-us/dotnet/api/system.reflection.parameterinfo)[]> ParametersOfMethods | |

See Also

Applies to: [Extensions](#topic_0000000000000055)

FindFriendsOptions Class

Options for OpFindFriends can be combined to filter which rooms of friends are returned.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**FindFriendsOptions**

|  |  |
| --- | --- |
| C# |  |
| public class FindFriendsOptions | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[CreatedOnGs](#topic_0000000000000180), [Open](#topic_0000000000000182), [Visible](#topic_0000000000000181)

CreatedOnGs Field

Include a friend's room only if it is created and confirmed by the game server.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) CreatedOnGs | |

See Also

Applies to: [FindFriendsOptions](#topic_000000000000017F)

Open Field

Include a friend's room only if it is open (using Room.IsOpen).

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Open | |

See Also

Applies to: [FindFriendsOptions](#topic_000000000000017F)

Visible Field

Include a friend's room only if it is visible (using Room.IsVisible).

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Visible | |

See Also

Applies to: [FindFriendsOptions](#topic_000000000000017F)

FriendInfo Class

Used to store info about a friend's online state and in which room he/she is.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**FriendInfo**

|  |  |
| --- | --- |
| C# |  |
| public class FriendInfo | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[IsInRoom](#topic_000000000000006C), [IsOnline](#topic_000000000000006A), [Name](#topic_0000000000000068), [Room](#topic_000000000000006B), [UserId](#topic_0000000000000069)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](#topic_000000000000006D)

FriendInfo.IsInRoom Property

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsInRoom {get;} | |

See Also

Applies to: [FriendInfo](#topic_0000000000000067)

FriendInfo.IsOnline Property

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsOnline {get;} | |

See Also

Applies to: [FriendInfo](#topic_0000000000000067)

FriendInfo.Name Property

**NOTE: This member is now obsolete.**

Use UserId.

|  |  |
| --- | --- |
| C# |  |
| [System.Obsolete("Use UserId.")] public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) Name {get;} | |

See Also

Applies to: [FriendInfo](#topic_0000000000000067)

FriendInfo.Room Property

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) Room {get;} | |

See Also

Applies to: [FriendInfo](#topic_0000000000000067)

FriendInfo.UserId Property

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) UserId {get;} | |

See Also

Applies to: [FriendInfo](#topic_0000000000000067)

FriendInfo.ToString Method

|  |  |
| --- | --- |
| C# |  |
| public override [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ToString() | |

See Also

Applies to: [FriendInfo](#topic_0000000000000067)

GameHandler Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**GameHandler**

|  |  |
| --- | --- |
| C# |  |
| public class GameHandler : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [SpawnPlayer](#topic_0000000000000694), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [awake](#topic_0000000000000693)

Fields

[GameCanvas](#topic_0000000000000691), [PlayerPrefab](#topic_0000000000000690), [SceneCamera](#topic_0000000000000692)

GameHandler.SpawnPlayer Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SpawnPlayer() | |

See Also

Applies to: [GameHandler](#topic_000000000000068F)

GameHandler.awake Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) awake() | |

See Also

Applies to: [GameHandler](#topic_000000000000068F)

GameCanvas Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** GameCanvas | |

See Also

Applies to: [GameHandler](#topic_000000000000068F)

PlayerPrefab Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** PlayerPrefab | |

See Also

Applies to: [GameHandler](#topic_000000000000068F)

SceneCamera Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** SceneCamera | |

See Also

Applies to: [GameHandler](#topic_000000000000068F)

GameManager Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**GameManager**

|  |  |
| --- | --- |
| C# |  |
| public class GameManager : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[Awake](#topic_0000000000000699), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [SpawnPlayer](#topic_000000000000069A), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[GameCanvas](#topic_0000000000000697), [PlayerPrefab](#topic_0000000000000696), [SceneCamera](#topic_0000000000000698)

GameManager.Awake Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Awake() | |

See Also

Applies to: [GameManager](#topic_0000000000000695)

GameManager.SpawnPlayer Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SpawnPlayer() | |

See Also

Applies to: [GameManager](#topic_0000000000000695)

GameCanvas Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** GameCanvas | |

See Also

Applies to: [GameManager](#topic_0000000000000695)

PlayerPrefab Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** PlayerPrefab | |

See Also

Applies to: [GameManager](#topic_0000000000000695)

SceneCamera Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** SceneCamera | |

See Also

Applies to: [GameManager](#topic_0000000000000695)

GameObjectExtensions Class

Small number of extension methods that make it easier for PUN to work cross-Unity-versions.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**GameObjectExtensions**

|  |  |
| --- | --- |
| C# |  |
| public static class GameObjectExtensions | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetActive](#topic_0000000000000066), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

GameObjectExtensions.GetActive Method

Unity-version-independent replacement for active GO property.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) GetActive(  this **GameObject** *target* ) | |

Parameters

target

|  |
| --- |
|  |

Returns

Unity 3.5: active. Any newer Unity: activeInHierarchy.

See Also

Applies to: [GameObjectExtensions](#topic_0000000000000065)

GamePropertyKey Class

Class for constants. These (byte) values are for "well known" room/game properties used in Photon Loadbalancing.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**GamePropertyKey**

|  |  |
| --- | --- |
| C# |  |
| public class GamePropertyKey | |

Remarks

Pun uses these constants internally.
"Custom properties" have to use a string-type as key. They can be assigned at will.

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[CleanupCacheOnLeave](#topic_000000000000009F), [EmptyRoomTtl](#topic_00000000000000A3), [ExpectedUsers](#topic_00000000000000A1), [IsOpen](#topic_000000000000009B), [IsVisible](#topic_000000000000009A), [MasterClientId](#topic_00000000000000A0), [MaxPlayers](#topic_0000000000000099), [PlayerCount](#topic_000000000000009C), [PlayerTtl](#topic_00000000000000A2), [PropsListedInLobby](#topic_000000000000009E), [Removed](#topic_000000000000009D)

CleanupCacheOnLeave Field

(249) Equivalent of Operation Join parameter CleanupCacheOnLeave.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) CleanupCacheOnLeave = 249 | |

See Also

Applies to: [GamePropertyKey](#topic_0000000000000098)

EmptyRoomTtl Field

(245) Room Time To Live. How long a room stays available (and in server-memory), after the last player becomes inactive. After this time, the room gets persisted or destroyed.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) EmptyRoomTtl = 245 | |

See Also

Applies to: [GamePropertyKey](#topic_0000000000000098)

ExpectedUsers Field

(247) Code for ExpectedUsers in a room. Matchmaking keeps a slot open for the players with these userIDs.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) ExpectedUsers = 247 | |

See Also

Applies to: [GamePropertyKey](#topic_0000000000000098)

IsOpen Field

(253) Allows more players to join a room (or not).

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) IsOpen = 253 | |

See Also

Applies to: [GamePropertyKey](#topic_0000000000000098)

IsVisible Field

(254) Makes this room listed or not in the lobby on master.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) IsVisible = 254 | |

See Also

Applies to: [GamePropertyKey](#topic_0000000000000098)

MasterClientId Field

(248) Code for MasterClientId, which is synced by server. When sent as op-parameter this is (byte)203. As room property this is (byte)248.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) MasterClientId = 248 | |

Remarks

Tightly related to ParameterCode.MasterClientId.

See Also

Applies to: [GamePropertyKey](#topic_0000000000000098)

MaxPlayers Field

(255) Max number of players that "fit" into this room. 0 is for "unlimited".

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) MaxPlayers = 255 | |

See Also

Applies to: [GamePropertyKey](#topic_0000000000000098)

PlayerCount Field

(252) Current count of players in the room. Used only in the lobby on master.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) PlayerCount = 252 | |

See Also

Applies to: [GamePropertyKey](#topic_0000000000000098)

PlayerTtl Field

(246) Player Time To Live. How long any player can be inactive (due to disconnect or leave) before the user gets removed from the playerlist (freeing a slot).

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) PlayerTtl = 246 | |

See Also

Applies to: [GamePropertyKey](#topic_0000000000000098)

PropsListedInLobby Field

(250) A list of the room properties to pass to the RoomInfo list in a lobby. This is used in CreateRoom, which defines this list once per room.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) PropsListedInLobby = 250 | |

See Also

Applies to: [GamePropertyKey](#topic_0000000000000098)

Removed Field

(251) True if the room is to be removed from room listing (used in update to room list in lobby on master)

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Removed = 251 | |

See Also

Applies to: [GamePropertyKey](#topic_0000000000000098)

Health Class

Health bar handler

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**Health**

|  |  |
| --- | --- |
| C# |  |
| public class Health : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Damage](#topic_00000000000006A1), [Die](#topic_00000000000006A3), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Heal](#topic_00000000000006A2), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [Update](#topic_000000000000069F), [VisualIndicator](#topic_00000000000006A0)

Fields

[MAX\_HEALTH](#topic_000000000000069D), [health](#topic_000000000000069C), [healthBar](#topic_000000000000069E)

Health.Damage Method

Calculate the damage

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Damage(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *amount* ) | |

Parameters

amount

|  |
| --- |
|  |

Source code

|  |
| --- |
| public void Damage(int amount)  {  // throw new System.ArgumentOutOfRangeException("Cannot have a negative damage");  if (amount < 0)  {  throw new System.ArgumentOutOfRangeException("Cannot have a negative damage");  }    this.health -= amount;  //Debug.Log((float)(this.health \* 0.01 \* 1.21f));  healthBar.SetSize((float)(this.health \* 0.01 \* 1.21f));    StartCoroutine(VisualIndicator(Color.red));    if (health <= 0)  {  Die();  }  } |

See Also

Applies to: [Health](#topic_000000000000069B)

Health.Die Method

Destory the player when the health is less then 0

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Die() | |

See Also

Applies to: [Health](#topic_000000000000069B)

Health.Heal Method

Calculate the heal

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Heal(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *amount* ) | |

Parameters

amount

|  |
| --- |
|  |

See Also

Applies to: [Health](#topic_000000000000069B)

Health.Update Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [Health](#topic_000000000000069B)

Health.VisualIndicator Method

Damage and health visualization

|  |  |
| --- | --- |
| C# |  |
| private [IEnumerator](https://docs.microsoft.com/en-us/dotnet/api/system.collections.ienumerator) VisualIndicator(  **Color** *color* ) | |

Parameters

color

|  |
| --- |
|  |

See Also

Applies to: [Health](#topic_000000000000069B)

MAX\_HEALTH Field

Set the maximum health value to 100

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) MAX\_HEALTH | |

See Also

Applies to: [Health](#topic_000000000000069B)

health Field

Set the initial health value to 100

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) health | |

See Also

Applies to: [Health](#topic_000000000000069B)

healthBar Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [HealthBar](#topic_00000000000006A4) healthBar | |

See Also

Applies to: [Health](#topic_000000000000069B)

HealthBar Class

AttackArea handler

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**HealthBar**

|  |  |
| --- | --- |
| C# |  |
| public class HealthBar : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [SetSize](#topic_00000000000006A7), [Start](#topic_00000000000006A6), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[bar](#topic_00000000000006A5)

HealthBar.SetSize Method

Update is called once per frame

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetSize(  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *size* ) | |

Parameters

size

|  |
| --- |
|  |

See Also

Applies to: [HealthBar](#topic_00000000000006A4)

HealthBar.Start Method

Connect to the bar

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [HealthBar](#topic_00000000000006A4)

bar Field

Bar generator

|  |  |
| --- | --- |
| C# |  |
| private **Transform** bar | |

See Also

Applies to: [HealthBar](#topic_00000000000006A4)

HealthPotion Class

Health Potion handler

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**HealthPotion**

|  |  |
| --- | --- |
| C# |  |
| public class HealthPotion : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnTriggerEnter2D](#topic_00000000000006AA), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[heal](#topic_00000000000006A9)

HealthPotion.OnTriggerEnter2D Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnTriggerEnter2D(  **Collider2D** *collider* ) | |

Parameters

collider

|  |
| --- |
|  |

See Also

Applies to: [HealthPotion](#topic_00000000000006A8)

heal Field

the default heal

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) heal | |

See Also

Applies to: [HealthPotion](#topic_00000000000006A8)

InRoomChat Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[Photon.MonoBehaviour](#topic_00000000000001D0)

**InRoomChat**

|  |  |
| --- | --- |
| C# |  |
| [RequireComponent(typeof(PhotonView))] public class InRoomChat : [MonoBehaviour](#topic_00000000000001D0) | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [photonView](#topic_00000000000001D2) (inherited from [MonoBehaviour](#topic_00000000000001D0)), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[AddLine](#topic_000000000000049C), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [Chat](#topic_000000000000049B), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnGUI](#topic_000000000000049A), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [Start](#topic_0000000000000499), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[AlignBottom](#topic_0000000000000494), [ChatRPC](#topic_0000000000000498), [GuiRect](#topic_0000000000000492), [IsVisible](#topic_0000000000000493), [inputLine](#topic_0000000000000496), [messages](#topic_0000000000000495), [scrollPos](#topic_0000000000000497)

InRoomChat.AddLine Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) AddLine(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *newLine* ) | |

Parameters

newLine

|  |
| --- |
|  |

See Also

Applies to: [InRoomChat](#topic_0000000000000491)

InRoomChat.Chat Method

|  |  |
| --- | --- |
| C# |  |
| [PunRPC()] public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Chat(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *newLine*,  [PhotonMessageInfo](#topic_00000000000001F1) *mi* ) | |

Parameters

newLine

|  |
| --- |
|  |

mi

|  |
| --- |
|  |

See Also

Applies to: [InRoomChat](#topic_0000000000000491)

InRoomChat.OnGUI Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnGUI() | |

See Also

Applies to: [InRoomChat](#topic_0000000000000491)

InRoomChat.Start Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [InRoomChat](#topic_0000000000000491)

AlignBottom Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) AlignBottom | |

See Also

Applies to: [InRoomChat](#topic_0000000000000491)

ChatRPC Field

|  |  |
| --- | --- |
| C# |  |
| public static readonly [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ChatRPC | |

See Also

Applies to: [InRoomChat](#topic_0000000000000491)

GuiRect Field

|  |  |
| --- | --- |
| C# |  |
| new public **Rect** GuiRect | |

See Also

Applies to: [InRoomChat](#topic_0000000000000491)

IsVisible Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsVisible | |

See Also

Applies to: [InRoomChat](#topic_0000000000000491)

inputLine Field

|  |  |
| --- | --- |
| C# |  |
| private [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) inputLine | |

See Also

Applies to: [InRoomChat](#topic_0000000000000491)

messages Field

|  |  |
| --- | --- |
| C# |  |
| new public [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[string](https://docs.microsoft.com/en-us/dotnet/api/system.string)> messages | |

See Also

Applies to: [InRoomChat](#topic_0000000000000491)

scrollPos Field

|  |  |
| --- | --- |
| C# |  |
| private **Vector2** scrollPos | |

See Also

Applies to: [InRoomChat](#topic_0000000000000491)

InputToEvent Class

Utility component to forward mouse or touch input to clicked gameobjects.
Calls OnPress, OnClick and OnRelease methods on "first" game object.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**InputToEvent**

|  |  |
| --- | --- |
| C# |  |
| public class InputToEvent : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[DragVector](#topic_000000000000048B), [animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [goPointedAt](#topic_0000000000000486), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [Press](#topic_000000000000048E), [RaycastObject](#topic_0000000000000490), [Release](#topic_000000000000048F), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [Start](#topic_000000000000048C), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [Update](#topic_000000000000048D)

Fields

[DetectPointedAtGameObject](#topic_0000000000000485), [Dragging](#topic_0000000000000489), [currentPos](#topic_0000000000000488), [inputHitPos](#topic_0000000000000484), [lastGo](#topic_0000000000000483), [m\_Camera](#topic_000000000000048A), [pressedPosition](#topic_0000000000000487)

InputToEvent.DragVector Property

|  |  |
| --- | --- |
| C# |  |
| public **Vector2** DragVector {get;} | |

See Also

Applies to: [InputToEvent](#topic_0000000000000482)

InputToEvent.goPointedAt Property

|  |  |
| --- | --- |
| C# |  |
| public static **GameObject** goPointedAt {get; private set;} | |

See Also

Applies to: [InputToEvent](#topic_0000000000000482)

InputToEvent.Press Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Press(  **Vector2** *screenPos* ) | |

Parameters

screenPos

|  |
| --- |
|  |

See Also

Applies to: [InputToEvent](#topic_0000000000000482)

InputToEvent.RaycastObject Method

|  |  |
| --- | --- |
| C# |  |
| private **GameObject** RaycastObject(  **Vector2** *screenPos* ) | |

Parameters

screenPos

|  |
| --- |
|  |

See Also

Applies to: [InputToEvent](#topic_0000000000000482)

InputToEvent.Release Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Release(  **Vector2** *screenPos* ) | |

Parameters

screenPos

|  |
| --- |
|  |

See Also

Applies to: [InputToEvent](#topic_0000000000000482)

InputToEvent.Start Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [InputToEvent](#topic_0000000000000482)

InputToEvent.Update Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [InputToEvent](#topic_0000000000000482)

DetectPointedAtGameObject Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) DetectPointedAtGameObject | |

See Also

Applies to: [InputToEvent](#topic_0000000000000482)

Dragging Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Dragging | |

See Also

Applies to: [InputToEvent](#topic_0000000000000482)

currentPos Field

|  |  |
| --- | --- |
| C# |  |
| private **Vector2** currentPos | |

See Also

Applies to: [InputToEvent](#topic_0000000000000482)

inputHitPos Field

|  |  |
| --- | --- |
| C# |  |
| public static **Vector3** inputHitPos | |

See Also

Applies to: [InputToEvent](#topic_0000000000000482)

lastGo Field

|  |  |
| --- | --- |
| C# |  |
| private **GameObject** lastGo | |

See Also

Applies to: [InputToEvent](#topic_0000000000000482)

m\_Camera Field

|  |  |
| --- | --- |
| C# |  |
| private **Camera** m\_Camera | |

See Also

Applies to: [InputToEvent](#topic_0000000000000482)

pressedPosition Field

|  |  |
| --- | --- |
| C# |  |
| private **Vector2** pressedPosition | |

See Also

Applies to: [InputToEvent](#topic_0000000000000482)

ManualPhotonViewAllocator Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**ManualPhotonViewAllocator**

|  |  |
| --- | --- |
| C# |  |
| [RequireComponent(typeof(PhotonView))] public class ManualPhotonViewAllocator : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[AllocateManualPhotonView](#topic_000000000000049F), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [InstantiateRpc](#topic_00000000000004A0), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[Prefab](#topic_000000000000049E)

ManualPhotonViewAllocator.AllocateManualPhotonView Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) AllocateManualPhotonView() | |

See Also

Applies to: [ManualPhotonViewAllocator](#topic_000000000000049D)

ManualPhotonViewAllocator.InstantiateRpc Method

|  |  |
| --- | --- |
| C# |  |
| [PunRPC()] public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) InstantiateRpc(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *viewID* ) | |

Parameters

viewID

|  |
| --- |
|  |

See Also

Applies to: [ManualPhotonViewAllocator](#topic_000000000000049D)

Prefab Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** Prefab | |

See Also

Applies to: [ManualPhotonViewAllocator](#topic_000000000000049D)

MenuController Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**MenuController**

|  |  |
| --- | --- |
| C# |  |
| public class MenuController : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[Awake](#topic_00000000000006B3), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [ChangeUsernameInput](#topic_00000000000006B6), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [CreateGame](#topic_00000000000006B8), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [JoinGame](#topic_00000000000006B9), [OnConnectedToMaster](#topic_00000000000006B5), [OnJoinedRoom](#topic_00000000000006BA), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [Start](#topic_00000000000006B4), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [setUsername](#topic_00000000000006B7)

Fields

[ConnectPanel](#topic_00000000000006AE), [CreateGameInput](#topic_00000000000006B0), [JoinGameInput](#topic_00000000000006B1), [StartButton](#topic_00000000000006B2), [UsernameInput](#topic_00000000000006AF), [UsernameMenu](#topic_00000000000006AD), [VersionName](#topic_00000000000006AC)

MenuController.Awake Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Awake() | |

See Also

Applies to: [MenuController](#topic_00000000000006AB)

MenuController.ChangeUsernameInput Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ChangeUsernameInput() | |

See Also

Applies to: [MenuController](#topic_00000000000006AB)

MenuController.CreateGame Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CreateGame() | |

See Also

Applies to: [MenuController](#topic_00000000000006AB)

MenuController.JoinGame Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) JoinGame() | |

See Also

Applies to: [MenuController](#topic_00000000000006AB)

MenuController.OnConnectedToMaster Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnConnectedToMaster() | |

See Also

Applies to: [MenuController](#topic_00000000000006AB)

MenuController.OnJoinedRoom Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnJoinedRoom() | |

See Also

Applies to: [MenuController](#topic_00000000000006AB)

MenuController.Start Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [MenuController](#topic_00000000000006AB)

MenuController.setUsername Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) setUsername() | |

See Also

Applies to: [MenuController](#topic_00000000000006AB)

ConnectPanel Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **GameObject** ConnectPanel | |

See Also

Applies to: [MenuController](#topic_00000000000006AB)

CreateGameInput Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **InputField** CreateGameInput | |

See Also

Applies to: [MenuController](#topic_00000000000006AB)

JoinGameInput Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **InputField** JoinGameInput | |

See Also

Applies to: [MenuController](#topic_00000000000006AB)

StartButton Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **GameObject** StartButton | |

See Also

Applies to: [MenuController](#topic_00000000000006AB)

UsernameInput Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **InputField** UsernameInput | |

See Also

Applies to: [MenuController](#topic_00000000000006AB)

UsernameMenu Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **GameObject** UsernameMenu | |

See Also

Applies to: [MenuController](#topic_00000000000006AB)

VersionName Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) VersionName | |

See Also

Applies to: [MenuController](#topic_00000000000006AB)

MoveByKeys Class

Very basic component to move a GameObject by WASD and Space.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[Photon.MonoBehaviour](#topic_00000000000001D0)

**MoveByKeys**

|  |  |
| --- | --- |
| C# |  |
| [RequireComponent(typeof (PhotonView))] public class MoveByKeys : [MonoBehaviour](#topic_00000000000001D0) | |

Remarks

Requires a PhotonView.
Disables itself on GameObjects that are not owned on Start.
Speed affects movement-speed.
JumpForce defines how high the object "jumps".
JumpTimeout defines after how many seconds you can jump again.

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [photonView](#topic_00000000000001D2) (inherited from [MonoBehaviour](#topic_00000000000001D0)), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [FixedUpdate](#topic_00000000000004AA), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [Start](#topic_00000000000004A9), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[JumpForce](#topic_00000000000004A3), [JumpTimeout](#topic_00000000000004A4), [Speed](#topic_00000000000004A2), [body](#topic_00000000000004A7), [body2d](#topic_00000000000004A8), [isSprite](#topic_00000000000004A5), [jumpingTime](#topic_00000000000004A6)

MoveByKeys.FixedUpdate Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) FixedUpdate() | |

See Also

Applies to: [MoveByKeys](#topic_00000000000004A1)

MoveByKeys.Start Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [MoveByKeys](#topic_00000000000004A1)

JumpForce Field

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) JumpForce | |

See Also

Applies to: [MoveByKeys](#topic_00000000000004A1)

JumpTimeout Field

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) JumpTimeout | |

See Also

Applies to: [MoveByKeys](#topic_00000000000004A1)

Speed Field

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) Speed | |

See Also

Applies to: [MoveByKeys](#topic_00000000000004A1)

body Field

|  |  |
| --- | --- |
| C# |  |
| private **Rigidbody** body | |

See Also

Applies to: [MoveByKeys](#topic_00000000000004A1)

body2d Field

|  |  |
| --- | --- |
| C# |  |
| private **Rigidbody2D** body2d | |

See Also

Applies to: [MoveByKeys](#topic_00000000000004A1)

isSprite Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isSprite | |

See Also

Applies to: [MoveByKeys](#topic_00000000000004A1)

jumpingTime Field

|  |  |
| --- | --- |
| C# |  |
| private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) jumpingTime | |

See Also

Applies to: [MoveByKeys](#topic_00000000000004A1)

NetworkCullingHandler Class

Handles the network culling.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**NetworkCullingHandler**

|  |  |
| --- | --- |
| C# |  |
| [RequireComponent(typeof(PhotonView))] public class NetworkCullingHandler : **MonoBehaviour**,  [IPunObservable](#topic_00000000000001AC) | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [HaveActiveCellsChanged](#topic_00000000000004B7), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnEnable](#topic_00000000000004B3), [OnGUI](#topic_00000000000004B6), [OnPhotonSerializeView](#topic_00000000000004B9), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [Start](#topic_00000000000004B4), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [Update](#topic_00000000000004B5), [UpdateInterestGroups](#topic_00000000000004B8)

Fields

[activeCells](#topic_00000000000004AF), [cullArea](#topic_00000000000004AD), [currentPosition](#topic_00000000000004B2), [lastPosition](#topic_00000000000004B1), [orderIndex](#topic_00000000000004AC), [pView](#topic_00000000000004B0), [previousActiveCells](#topic_00000000000004AE)

NetworkCullingHandler.HaveActiveCellsChanged Method

Checks if the previously active cells have changed.

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) HaveActiveCellsChanged() | |

Returns

True if the previously active cells have changed and false otherwise.

See Also

Applies to: [NetworkCullingHandler](#topic_00000000000004AB)

NetworkCullingHandler.OnEnable Method

Gets references to the PhotonView component and the cull area game object.

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnEnable() | |

See Also

Applies to: [NetworkCullingHandler](#topic_00000000000004AB)

NetworkCullingHandler.OnGUI Method

Drawing informations.

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnGUI() | |

See Also

Applies to: [NetworkCullingHandler](#topic_00000000000004AB)

NetworkCullingHandler.OnPhotonSerializeView Method

This time OnPhotonSerializeView is not used to send or receive any kind of data.
It is used to change the currently active group of the PhotonView component, making it work together with PUN more directly.
Keep in mind that this function is only executed, when there is at least one more player in the room.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonSerializeView(  [PhotonStream](#topic_00000000000001F8) *stream*,  [PhotonMessageInfo](#topic_00000000000001F1) *info* ) | |

Parameters

stream

|  |
| --- |
|  |

info

|  |
| --- |
|  |

See Also

Applies to: [NetworkCullingHandler](#topic_00000000000004AB)

NetworkCullingHandler.Start Method

Initializes the right interest group or prepares the permanent change of the interest group of the PhotonView component.

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [NetworkCullingHandler](#topic_00000000000004AB)

NetworkCullingHandler.Update Method

Checks if the player has moved previously and updates the interest groups if necessary.

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [NetworkCullingHandler](#topic_00000000000004AB)

NetworkCullingHandler.UpdateInterestGroups Method

Unsubscribes from old and subscribes to new interest groups.

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateInterestGroups() | |

See Also

Applies to: [NetworkCullingHandler](#topic_00000000000004AB)

activeCells Field

|  |  |
| --- | --- |
| C# |  |
| private [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte)> activeCells | |

See Also

Applies to: [NetworkCullingHandler](#topic_00000000000004AB)

cullArea Field

|  |  |
| --- | --- |
| C# |  |
| private [CullArea](#topic_0000000000000451) cullArea | |

See Also

Applies to: [NetworkCullingHandler](#topic_00000000000004AB)

currentPosition Field

|  |  |
| --- | --- |
| C# |  |
| private **Vector3** currentPosition | |

See Also

Applies to: [NetworkCullingHandler](#topic_00000000000004AB)

lastPosition Field

|  |  |
| --- | --- |
| C# |  |
| private **Vector3** lastPosition | |

See Also

Applies to: [NetworkCullingHandler](#topic_00000000000004AB)

orderIndex Field

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) orderIndex | |

See Also

Applies to: [NetworkCullingHandler](#topic_00000000000004AB)

pView Field

|  |  |
| --- | --- |
| C# |  |
| private [PhotonView](#topic_000000000000031B) pView | |

See Also

Applies to: [NetworkCullingHandler](#topic_00000000000004AB)

previousActiveCells Field

|  |  |
| --- | --- |
| C# |  |
| private [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte)> previousActiveCells | |

See Also

Applies to: [NetworkCullingHandler](#topic_00000000000004AB)

OnClickDestroy Class

Implements OnClick to destroy the GameObject it's attached to. Optionally a RPC is sent to do this.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[Photon.MonoBehaviour](#topic_00000000000001D0)

**OnClickDestroy**

|  |  |
| --- | --- |
| C# |  |
| [RequireComponent(typeof(PhotonView))] public class OnClickDestroy : [MonoBehaviour](#topic_00000000000001D0) | |

Remarks

Using an RPC to Destroy a GameObject allows any player to Destroy a GameObject. But it might cause errors.
RPC and the Instantiated GameObject are not fully linked on the server. One might stick in the server witout
the other.
A buffered RPC gets cleaned up when the sending player leaves the room. This means, the RPC gets lost.
Vice versus, a GameObject Instantiate might get cleaned up when the creating player leaves a room.
This way, the GameObject that a RPC targets might become lost.
It makes sense to test those cases. Many are not breaking errors and you just have to be aware of them.
Gets OnClick() calls by InputToEvent class attached to a camera.

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [photonView](#topic_00000000000001D2) (inherited from [MonoBehaviour](#topic_00000000000001D0)), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [DestroyRpc](#topic_00000000000004BD), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnClick](#topic_00000000000004BC), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[DestroyByRpc](#topic_00000000000004BB)

OnClickDestroy.DestroyRpc Method

|  |  |
| --- | --- |
| C# |  |
| [PunRPC()] public [IEnumerator](https://docs.microsoft.com/en-us/dotnet/api/system.collections.ienumerator) DestroyRpc() | |

See Also

Applies to: [OnClickDestroy](#topic_00000000000004BA)

OnClickDestroy.OnClick Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnClick() | |

See Also

Applies to: [OnClickDestroy](#topic_00000000000004BA)

DestroyByRpc Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) DestroyByRpc | |

See Also

Applies to: [OnClickDestroy](#topic_00000000000004BA)

OnClickInstantiate Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**OnClickInstantiate**

|  |  |
| --- | --- |
| C# |  |
| public class OnClickInstantiate : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnClick](#topic_00000000000004C3), [OnGUI](#topic_00000000000004C4), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[InstantiateType](#topic_00000000000004C0), [InstantiateTypeNames](#topic_00000000000004C1), [Prefab](#topic_00000000000004BF), [showGui](#topic_00000000000004C2)

OnClickInstantiate.OnClick Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnClick() | |

See Also

Applies to: [OnClickInstantiate](#topic_00000000000004BE)

OnClickInstantiate.OnGUI Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnGUI() | |

See Also

Applies to: [OnClickInstantiate](#topic_00000000000004BE)

InstantiateType Field

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) InstantiateType | |

See Also

Applies to: [OnClickInstantiate](#topic_00000000000004BE)

InstantiateTypeNames Field

|  |  |
| --- | --- |
| C# |  |
| private [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] InstantiateTypeNames | |

See Also

Applies to: [OnClickInstantiate](#topic_00000000000004BE)

Prefab Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** Prefab | |

See Also

Applies to: [OnClickInstantiate](#topic_00000000000004BE)

showGui Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) showGui | |

See Also

Applies to: [OnClickInstantiate](#topic_00000000000004BE)

OnJoinedInstantiate Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**OnJoinedInstantiate**

|  |  |
| --- | --- |
| C# |  |
| public class OnJoinedInstantiate : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnJoinedRoom](#topic_00000000000004C9), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[PositionOffset](#topic_00000000000004C7), [PrefabsToInstantiate](#topic_00000000000004C8), [SpawnPosition](#topic_00000000000004C6)

OnJoinedInstantiate.OnJoinedRoom Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnJoinedRoom() | |

See Also

Applies to: [OnJoinedInstantiate](#topic_00000000000004C5)

PositionOffset Field

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) PositionOffset | |

See Also

Applies to: [OnJoinedInstantiate](#topic_00000000000004C5)

PrefabsToInstantiate Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject**[] PrefabsToInstantiate | |

See Also

Applies to: [OnJoinedInstantiate](#topic_00000000000004C5)

SpawnPosition Field

|  |  |
| --- | --- |
| C# |  |
| public **Transform** SpawnPosition | |

See Also

Applies to: [OnJoinedInstantiate](#topic_00000000000004C5)

OnStartDelete Class

This component will destroy the GameObject it is attached to (in Start()).

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**OnStartDelete**

|  |  |
| --- | --- |
| C# |  |
| public class OnStartDelete : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [Start](#topic_00000000000004CB), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

OnStartDelete.Start Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [OnStartDelete](#topic_00000000000004CA)

OperationCode Class

Class for constants. Contains operation codes.
Pun uses these constants internally.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**OperationCode**

|  |  |
| --- | --- |
| C# |  |
| public class OperationCode | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[Authenticate](#topic_00000000000000FD), [AuthenticateOnce](#topic_00000000000000FC), [ChangeGroups](#topic_0000000000000107), [CreateGame](#topic_0000000000000100), [ExchangeKeysForEncryption](#topic_00000000000000FA), [FindFriends](#topic_0000000000000108), [GetGameList](#topic_000000000000010D), [GetLobbyStats](#topic_0000000000000109), [GetProperties](#topic_0000000000000106), [GetRegions](#topic_000000000000010A), [Join](#topic_00000000000000FB), [JoinGame](#topic_0000000000000101), [JoinLobby](#topic_00000000000000FE), [JoinRandomGame](#topic_0000000000000102), [Leave](#topic_0000000000000103), [LeaveLobby](#topic_00000000000000FF), [RaiseEvent](#topic_0000000000000104), [ServerSettings](#topic_000000000000010C), [SetProperties](#topic_0000000000000105), [WebRpc](#topic_000000000000010B)

Authenticate Field

(230) Authenticates this peer and connects to a virtual application

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Authenticate = 230 | |

See Also

Applies to: [OperationCode](#topic_00000000000000F9)

AuthenticateOnce Field

(231) Authenticates this peer and connects to a virtual application

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) AuthenticateOnce = 231 | |

See Also

Applies to: [OperationCode](#topic_00000000000000F9)

ChangeGroups Field

(248) Operation code to change interest groups in Rooms (Lite application and extending ones).

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) ChangeGroups = 248 | |

See Also

Applies to: [OperationCode](#topic_00000000000000F9)

CreateGame Field

(227) Creates a game (or fails if name exists)

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) CreateGame = 227 | |

See Also

Applies to: [OperationCode](#topic_00000000000000F9)

ExchangeKeysForEncryption Field

**NOTE: This member is now obsolete.**

Exchanging encrpytion keys is done internally in the lib now. Don't expect this operation-result.

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Exchanging encrpytion keys is done internally in the lib now. Don't expect this operation-result.")] public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) ExchangeKeysForEncryption = 250 | |

See Also

Applies to: [OperationCode](#topic_00000000000000F9)

FindFriends Field

(222) Request the rooms and online status for a list of friends (by name, which should be unique).

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) FindFriends = 222 | |

See Also

Applies to: [OperationCode](#topic_00000000000000F9)

GetGameList Field

(217) Get the game list matching a supplied sql filter (SqlListLobby only)

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) GetGameList = 217 | |

See Also

Applies to: [OperationCode](#topic_00000000000000F9)

GetLobbyStats Field

(221) Request statistics about a specific list of lobbies (their user and game count).

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) GetLobbyStats = 221 | |

See Also

Applies to: [OperationCode](#topic_00000000000000F9)

GetProperties Field

(251) Get Properties

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) GetProperties = 251 | |

See Also

Applies to: [OperationCode](#topic_00000000000000F9)

GetRegions Field

(220) Get list of regional servers from a NameServer.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) GetRegions = 220 | |

See Also

Applies to: [OperationCode](#topic_00000000000000F9)

Join Field

**NOTE: This member is now obsolete.**

(255) Code for OpJoin, to get into a room.

|  |  |
| --- | --- |
| C# |  |
| [Obsolete()] public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Join = 255 | |

See Also

Applies to: [OperationCode](#topic_00000000000000F9)

JoinGame Field

(226) Join game (by name)

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) JoinGame = 226 | |

See Also

Applies to: [OperationCode](#topic_00000000000000F9)

JoinLobby Field

(229) Joins lobby (on master)

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) JoinLobby = 229 | |

See Also

Applies to: [OperationCode](#topic_00000000000000F9)

JoinRandomGame Field

(225) Joins random game (on master)

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) JoinRandomGame = 225 | |

See Also

Applies to: [OperationCode](#topic_00000000000000F9)

Leave Field

(254) Code for OpLeave, to get out of a room.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Leave = 254 | |

See Also

Applies to: [OperationCode](#topic_00000000000000F9)

LeaveLobby Field

(228) Leaves lobby (on master)

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) LeaveLobby = 228 | |

See Also

Applies to: [OperationCode](#topic_00000000000000F9)

RaiseEvent Field

(253) Raise event (in a room, for other actors/players)

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) RaiseEvent = 253 | |

See Also

Applies to: [OperationCode](#topic_00000000000000F9)

ServerSettings Field

(218) Operation to set some server settings. Used with different parameters on various servers.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) ServerSettings = 218 | |

See Also

Applies to: [OperationCode](#topic_00000000000000F9)

SetProperties Field

(252) Set Properties (of room or actor/player)

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) SetProperties = 252 | |

See Also

Applies to: [OperationCode](#topic_00000000000000F9)

WebRpc Field

(219) WebRpc Operation.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) WebRpc = 219 | |

See Also

Applies to: [OperationCode](#topic_00000000000000F9)

ParameterCode Class

Class for constants. Codes for parameters of Operations and Events.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**ParameterCode**

|  |  |
| --- | --- |
| C# |  |
| public class ParameterCode | |

Remarks

Pun uses these constants internally.

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[ActorList](#topic_00000000000000CC), [ActorNr](#topic_00000000000000CD), [Add](#topic_00000000000000DB), [Address](#topic_00000000000000BC), [AppVersion](#topic_00000000000000C6), [ApplicationId](#topic_00000000000000C1), [AzureLocalNodeId](#topic_00000000000000C8), [AzureMasterNodeId](#topic_00000000000000C9), [AzureNodeInfo](#topic_00000000000000C7), [Broadcast](#topic_00000000000000CB), [Cache](#topic_00000000000000D6), [CacheSliceIndex](#topic_00000000000000EE), [CheckUserOnJoin](#topic_00000000000000BA), [CleanupCacheOnLeave](#topic_00000000000000D7), [ClientAuthenticationData](#topic_00000000000000E0), [ClientAuthenticationParams](#topic_00000000000000DE), [ClientAuthenticationType](#topic_00000000000000DD), [Cluster](#topic_00000000000000F3), [Code](#topic_00000000000000D1), [CustomEventContent](#topic_00000000000000CF), [CustomInitData](#topic_00000000000000F5), [Data](#topic_00000000000000D0), [EmptyRoomTTL](#topic_00000000000000B5), [EncryptionData](#topic_00000000000000F7), [EncryptionMode](#topic_00000000000000F6), [EventForward](#topic_00000000000000B7), [ExpectedProtocol](#topic_00000000000000F4), [ExpectedValues](#topic_00000000000000BB), [FindFriendsOptions](#topic_00000000000000E3), [FindFriendsRequestList](#topic_00000000000000E2), [FindFriendsResponseOnlineList](#topic_00000000000000E4), [FindFriendsResponseRoomIdList](#topic_00000000000000E5), [GameCount](#topic_00000000000000BE), [GameList](#topic_00000000000000C4), [GameProperties](#topic_00000000000000D2), [Group](#topic_00000000000000D8), [Info](#topic_00000000000000DC), [IsComingBack](#topic_00000000000000B8), [IsInactive](#topic_00000000000000B9), [JoinMode](#topic_00000000000000DF), [LobbyName](#topic_00000000000000E6), [LobbyStats](#topic_00000000000000E8), [LobbyType](#topic_00000000000000E7), [MasterClientId](#topic_00000000000000E1), [MasterPeerCount](#topic_00000000000000BF), [MatchMakingType](#topic_00000000000000C3), [NickName](#topic_00000000000000F0), [PeerCount](#topic_00000000000000BD), [PlayerProperties](#topic_00000000000000CE), [PlayerTTL](#topic_00000000000000B6), [PluginName](#topic_00000000000000F1), [PluginVersion](#topic_00000000000000F2), [Plugins](#topic_00000000000000EF), [Position](#topic_00000000000000C2), [Properties](#topic_00000000000000D3), [PublishUserId](#topic_00000000000000DA), [ReceiverGroup](#topic_00000000000000D5), [Region](#topic_00000000000000E9), [Remove](#topic_00000000000000D9), [RoomName](#topic_00000000000000CA), [RoomOptionFlags](#topic_00000000000000F8), [Secret](#topic_00000000000000C5), [SuppressRoomEvents](#topic_00000000000000B4), [TargetActorNr](#topic_00000000000000D4), [UriPath](#topic_00000000000000EA), [UserId](#topic_00000000000000C0), [WebRpcParameters](#topic_00000000000000EB), [WebRpcReturnCode](#topic_00000000000000EC), [WebRpcReturnMessage](#topic_00000000000000ED)

ActorList Field

(252) Code for list of players in a room. Currently not used.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) ActorList = 252 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

ActorNr Field

(254) Code of the Actor of an operation. Used for property get and set.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) ActorNr = 254 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

Add Field

(238) The "Add" operation-parameter can be used to add something to some list or set. E.g. add groups to player's interest groups.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Add = 238 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

Address Field

(230) Address of a (game) server to use.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Address = 230 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

AppVersion Field

(220) Version of your application

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) AppVersion = 220 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

ApplicationId Field

(224) Your application's ID: a name on your own Photon or a GUID on the Photon Cloud

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) ApplicationId = 224 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

AzureLocalNodeId Field

**NOTE: This member is now obsolete.**

TCP routing was removed after becoming obsolete.

(209) Internally used in case of hosting by Azure

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("TCP routing was removed after becoming obsolete.")] public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) AzureLocalNodeId = 209 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

AzureMasterNodeId Field

**NOTE: This member is now obsolete.**

TCP routing was removed after becoming obsolete.

(208) Internally used in case of hosting by Azure

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("TCP routing was removed after becoming obsolete.")] public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) AzureMasterNodeId = 208 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

AzureNodeInfo Field

**NOTE: This member is now obsolete.**

TCP routing was removed after becoming obsolete.

(210) Internally used in case of hosting by Azure

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("TCP routing was removed after becoming obsolete.")] public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) AzureNodeInfo = 210 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

Broadcast Field

(250) Code for broadcast parameter of OpSetProperties method.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Broadcast = 250 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

Cache Field

(247) Code for caching events while raising them.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Cache = 247 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

CacheSliceIndex Field

(205) Used to define a "slice" for cached events. Slices can easily be removed from cache. Type: int.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) CacheSliceIndex = 205 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

CheckUserOnJoin Field

(232) Used when creating rooms to define if any userid can join the room only once.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) CheckUserOnJoin = 232 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

CleanupCacheOnLeave Field

(241) Bool parameter of CreateRoom Operation. If true, server cleans up roomcache of leaving players (their cached events get removed).

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) CleanupCacheOnLeave = 241 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

ClientAuthenticationData Field

(214) This key's (string or byte[]) value provides parameters sent to the custom authentication service setup in Photon Dashboard. Used in OpAuthenticate

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) ClientAuthenticationData = 214 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

ClientAuthenticationParams Field

(216) This key's (string) value provides parameters sent to the custom authentication type/service the client connects with. Used in OpAuthenticate

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) ClientAuthenticationParams = 216 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

ClientAuthenticationType Field

(217) This key's (byte) value defines the target custom authentication type/service the client connects with. Used in OpAuthenticate

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) ClientAuthenticationType = 217 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

Cluster Field

(196) Cluster info provided in OpAuthenticate/OpAuthenticateOnce responses.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Cluster = 196 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

Code Field

(244) Code used when sending some code-related parameter, like OpRaiseEvent's event-code.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Code = 244 | |

Remarks

This is not the same as the Operation's code, which is no longer sent as part of the parameter Dictionary in Photon 3.

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

CustomEventContent Field

(245) Code of data/custom content of an event. Used in OpRaiseEvent.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) CustomEventContent = 245 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

CustomInitData Field

(194) Set of custom parameters which are sent in auth request.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) CustomInitData = 194 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

Data Field

(245) Code of data of an event. Used in OpRaiseEvent.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Data = 245 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

EmptyRoomTTL Field

(236) Time To Live (TTL) for a room when the last player leaves. Keeps room in memory for case a player re-joins soon. In milliseconds.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) EmptyRoomTTL = 236 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

EncryptionData Field

(192) Parameter of Authentication, which contains encryption keys (depends on AuthMode and EncryptionMode).

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) EncryptionData = 192 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

EncryptionMode Field

(193) How are we going to encrypt data.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) EncryptionMode = 193 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

EventForward Field

(234) Optional parameter of OpRaiseEvent and OpSetCustomProperties to forward the event/operation to a web-service.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) EventForward = 234 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

ExpectedProtocol Field

(195) Protocol which will be used by client to connect master/game servers. Used for nameserver.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) ExpectedProtocol = 195 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

ExpectedValues Field

(231) Code for "Check And Swap" (CAS) when changing properties.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) ExpectedValues = 231 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

FindFriendsOptions Field

(2) Used in Op FindFriends request. An integer containing option-flags to filter the results.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) FindFriendsOptions = 2 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

FindFriendsRequestList Field

(1) Used in Op FindFriends request. Value must be string[] of friends to look up.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) FindFriendsRequestList = 1 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

FindFriendsResponseOnlineList Field

(1) Used in Op FindFriends response. Contains bool[] list of online states (false if not online).

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) FindFriendsResponseOnlineList = 1 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

FindFriendsResponseRoomIdList Field

(2) Used in Op FindFriends response. Contains string[] of room names ("" where not known or no room joined).

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) FindFriendsResponseRoomIdList = 2 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

GameCount Field

(228) Count of games in this application (used in stats event)

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) GameCount = 228 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

GameList Field

(222) List of RoomInfos about open / listed rooms

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) GameList = 222 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

GameProperties Field

(248) Code for property set (Hashtable).

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) GameProperties = 248 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

Group Field

(240) Code for "group" operation-parameter (as used in Op RaiseEvent).

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Group = 240 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

Info Field

(218) Content for EventCode.ErrorInfo and internal debug operations.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Info = 218 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

IsComingBack Field

**NOTE: This member is now obsolete.**

Use: IsInactive

(233) Optional parameter of OpLeave in async games. If false, the player does abandons the game (forever). By default players become inactive and can re-join.

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Use: IsInactive")] public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) IsComingBack = 233 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

IsInactive Field

(233) Used in EvLeave to describe if a user is inactive (and might come back) or not. In rooms with PlayerTTL, becoming inactive is the default case.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) IsInactive = 233 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

JoinMode Field

(215) The JoinMode enum defines which variant of joining a room will be executed: Join only if available, create if not exists or re-join.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) JoinMode = 215 | |

Remarks

Replaces CreateIfNotExists which was only a bool-value.

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

LobbyName Field

(213) Used in matchmaking-related methods and when creating a room to name a lobby (to join or to attach a room to).

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) LobbyName = 213 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

LobbyStats Field

(211) This (optional) parameter can be sent in Op Authenticate to turn on Lobby Stats (info about lobby names and their user- and game-counts). See: PhotonNetwork.Lobbies

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) LobbyStats = 211 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

LobbyType Field

(212) Used in matchmaking-related methods and when creating a room to define the type of a lobby. Combined with the lobby name this identifies the lobby.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) LobbyType = 212 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

MasterClientId Field

(203) Code for MasterClientId, which is synced by server. When sent as op-parameter this is code 203.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) MasterClientId = 203 | |

Remarks

Tightly related to GamePropertyKey.MasterClientId.

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

MasterPeerCount Field

(227) Count of players on the master server (in this app, looking for rooms)

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) MasterPeerCount = 227 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

MatchMakingType Field

(223) Modifies the matchmaking algorithm used for OpJoinRandom. Allowed parameter values are defined in enum MatchmakingMode.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) MatchMakingType = 223 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

NickName Field

(202) Used by the server in Operation Responses, when it sends the nickname of the client (the user's nickname).

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) NickName = 202 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

PeerCount Field

(229) Count of players in this application in a rooms (used in stats event)

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) PeerCount = 229 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

PlayerProperties Field

(249) Code for property set (Hashtable).

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) PlayerProperties = 249 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

PlayerTTL Field

(235) Time To Live (TTL) for an 'actor' in a room. If a client disconnects, this actor is inactive first and removed after this timeout. In milliseconds.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) PlayerTTL = 235 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

PluginName Field

(201) Informs user about name of plugin load to game

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) PluginName = 201 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

PluginVersion Field

(200) Informs user about version of plugin load to game

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) PluginVersion = 200 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

Plugins Field

(204) Informs the server of the expected plugin setup.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Plugins = 204 | |

Remarks

The operation will fail in case of a plugin mismatch returning error code PluginMismatch 32751(0x7FFF - 16).
Setting string[]{} means the client expects no plugin to be setup.
Note: for backwards compatibility null omits any check.

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

Position Field

(223) Not used currently (as "Position"). If you get queued before connect, this is your position

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Position = 223 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

Properties Field

(251) Code for property-set (Hashtable). This key is used when sending only one set of properties.
If either ActorProperties or GameProperties are used (or both), check those keys.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Properties = 251 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

PublishUserId Field

(239) Used in Op Join to define if UserIds of the players are broadcast in the room. Useful for FindFriends and reserving slots for expected users.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) PublishUserId = 239 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

ReceiverGroup Field

(246) Code to select the receivers of events (used in Lite, Operation RaiseEvent).

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) ReceiverGroup = 246 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

Region Field

(210) Used for region values in OpAuth and OpGetRegions.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Region = 210 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

Remove Field

(239) The "Remove" operation-parameter can be used to remove something from a list. E.g. remove groups from player's interest groups.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Remove = 239 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

RoomName Field

(255) Code for the gameId/roomName (a unique name per room). Used in OpJoin and similar.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) RoomName = 255 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

RoomOptionFlags Field

(191) An int parameter summarizing several boolean room-options with bit-flags.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) RoomOptionFlags = 191 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

Secret Field

(221) Internally used to establish encryption

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Secret = 221 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

SuppressRoomEvents Field

(237) A bool parameter for creating games. If set to true, no room events are sent to the clients on join and leave. Default: false (and not sent).

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) SuppressRoomEvents = 237 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

TargetActorNr Field

(253) Code of the target Actor of an operation. Used for property set. Is 0 for game

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) TargetActorNr = 253 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

UriPath Field

(209) Path of the WebRPC that got called. Also known as "WebRpc Name". Type: string.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) UriPath = 209 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

UserId Field

(225) User's ID

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) UserId = 225 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

WebRpcParameters Field

(208) Parameters for a WebRPC as: Dictionary<string, object>. This will get serialized to JSon.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) WebRpcParameters = 208 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

WebRpcReturnCode Field

(207) ReturnCode for the WebRPC, as sent by the web service (not by Photon, which uses ErrorCode). Type: byte.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) WebRpcReturnCode = 207 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

WebRpcReturnMessage Field

(206) Message returned by WebRPC server. Analog to Photon's debug message. Type: string.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) WebRpcReturnMessage = 206 | |

See Also

Applies to: [ParameterCode](#topic_00000000000000B3)

PhotonAnimatorView Class

This class helps you to synchronize Mecanim animations
Simply add the component to your GameObject and make sure that
the PhotonAnimatorView is added to the list of observed components

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**PhotonAnimatorView**

|  |  |
| --- | --- |
| C# |  |
| [RequireComponent(typeof(Animator))] [RequireComponent(typeof(PhotonView))] [AddComponentMenu("Photon Networking/Photon Animator View")] public class PhotonAnimatorView : **MonoBehaviour**,  [IPunObservable](#topic_00000000000001AC) | |

Remarks

When Using Trigger Parameters, make sure the component that sets the trigger is higher in the stack of Components on the GameObject than 'PhotonAnimatorView'
Triggers are raised true during one frame only.

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[Awake](#topic_00000000000003C9), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CacheDiscreteTriggers](#topic_00000000000003CB), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [DeserializeDataContinuously](#topic_00000000000003D5), [DeserializeDataDiscretly](#topic_00000000000003D7), [DeserializeSynchronizationTypeState](#topic_00000000000003D9), [DoesLayerSynchronizeTypeExist](#topic_00000000000003CC), [DoesParameterSynchronizeTypeExist](#topic_00000000000003CD), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetLayerSynchronizeType](#topic_00000000000003D0), [GetParameterSynchronizeType](#topic_00000000000003D1), [GetSynchronizedLayers](#topic_00000000000003CE), [GetSynchronizedParameters](#topic_00000000000003CF), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnPhotonSerializeView](#topic_00000000000003DA), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [SerializeDataContinuously](#topic_00000000000003D4), [SerializeDataDiscretly](#topic_00000000000003D6), [SerializeSynchronizationTypeState](#topic_00000000000003D8), [SetLayerSynchronized](#topic_00000000000003D2), [SetParameterSynchronized](#topic_00000000000003D3), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [Update](#topic_00000000000003CA)

Classes

[SynchronizedLayer](#topic_00000000000003BB), [SynchronizedParameter](#topic_00000000000003B7)

Enumerations

[ParameterType](#topic_00000000000003AE), [SynchronizeType](#topic_00000000000003B3)

Fields

[ShowLayerWeightsInspector](#topic_00000000000003C0), [ShowParameterInspector](#topic_00000000000003C1), [m\_Animator](#topic_00000000000003BE), [m\_LastDeserializeTime](#topic_00000000000003C5), [m\_PhotonView](#topic_00000000000003C7), [m\_ReceiverPosition](#topic_00000000000003C4), [m\_StreamQueue](#topic_00000000000003BF), [m\_SynchronizeLayers](#topic_00000000000003C3), [m\_SynchronizeParameters](#topic_00000000000003C2), [m\_WasSynchronizeTypeChanged](#topic_00000000000003C6), [m\_raisedDiscreteTriggersCache](#topic_00000000000003C8)

PhotonAnimatorView.Awake Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Awake() | |

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

PhotonAnimatorView.CacheDiscreteTriggers Method

Caches the discrete triggers values for keeping track of raised triggers, and will be reseted after the sync routine got performed

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CacheDiscreteTriggers() | |

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

PhotonAnimatorView.DeserializeDataContinuously Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) DeserializeDataContinuously() | |

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

PhotonAnimatorView.DeserializeDataDiscretly Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) DeserializeDataDiscretly(  [PhotonStream](#topic_00000000000001F8) *stream* ) | |

Parameters

stream

|  |
| --- |
|  |

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

PhotonAnimatorView.DeserializeSynchronizationTypeState Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) DeserializeSynchronizationTypeState(  [PhotonStream](#topic_00000000000001F8) *stream* ) | |

Parameters

stream

|  |
| --- |
|  |

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

PhotonAnimatorView.DoesLayerSynchronizeTypeExist Method

Check if a specific layer is configured to be synchronize

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) DoesLayerSynchronizeTypeExist(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *layerIndex* ) | |

Parameters

layerIndex

|  |
| --- |
| Index of the layer. |

Returns

True if the layer is synchronized

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

PhotonAnimatorView.DoesParameterSynchronizeTypeExist Method

Check if the specified parameter is configured to be synchronized

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) DoesParameterSynchronizeTypeExist(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *name* ) | |

Parameters

name

|  |
| --- |
| The name of the parameter. |

Returns

True if the parameter is synchronized

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

PhotonAnimatorView.GetLayerSynchronizeType Method

Gets the type how the layer is synchronized

|  |  |
| --- | --- |
| C# |  |
| public [SynchronizeType](#topic_00000000000003B3) GetLayerSynchronizeType(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *layerIndex* ) | |

Parameters

layerIndex

|  |
| --- |
| Index of the layer. |

Returns

Disabled/Discrete/Continuous

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

PhotonAnimatorView.GetParameterSynchronizeType Method

Gets the type how the parameter is synchronized

|  |  |
| --- | --- |
| C# |  |
| public [SynchronizeType](#topic_00000000000003B3) GetParameterSynchronizeType(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *name* ) | |

Parameters

name

|  |
| --- |
| The name of the parameter. |

Returns

Disabled/Discrete/Continuous

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

PhotonAnimatorView.GetSynchronizedLayers Method

Get a list of all synchronized layers

|  |  |
| --- | --- |
| C# |  |
| public [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[SynchronizedLayer](#topic_00000000000003BB)> GetSynchronizedLayers() | |

Returns

List of SynchronizedLayer objects

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

PhotonAnimatorView.GetSynchronizedParameters Method

Get a list of all synchronized parameters

|  |  |
| --- | --- |
| C# |  |
| public [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[SynchronizedParameter](#topic_00000000000003B7)> GetSynchronizedParameters() | |

Returns

List of SynchronizedParameter objects

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

PhotonAnimatorView.OnPhotonSerializeView Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonSerializeView(  [PhotonStream](#topic_00000000000001F8) *stream*,  [PhotonMessageInfo](#topic_00000000000001F1) *info* ) | |

Parameters

stream

|  |
| --- |
|  |

info

|  |
| --- |
|  |

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

PhotonAnimatorView.SerializeDataContinuously Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SerializeDataContinuously() | |

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

PhotonAnimatorView.SerializeDataDiscretly Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SerializeDataDiscretly(  [PhotonStream](#topic_00000000000001F8) *stream* ) | |

Parameters

stream

|  |
| --- |
|  |

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

PhotonAnimatorView.SerializeSynchronizationTypeState Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SerializeSynchronizationTypeState(  [PhotonStream](#topic_00000000000001F8) *stream* ) | |

Parameters

stream

|  |
| --- |
|  |

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

PhotonAnimatorView.SetLayerSynchronized Method

Sets the how a layer should be synchronized

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetLayerSynchronized(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *layerIndex*,  [SynchronizeType](#topic_00000000000003B3) *synchronizeType* ) | |

Parameters

layerIndex

|  |
| --- |
| Index of the layer. |

synchronizeType

|  |
| --- |
| Disabled/Discrete/Continuous |

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

PhotonAnimatorView.SetParameterSynchronized Method

Sets the how a parameter should be synchronized

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetParameterSynchronized(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *name*,  [ParameterType](#topic_00000000000003AE) *type*,  [SynchronizeType](#topic_00000000000003B3) *synchronizeType* ) | |

Parameters

name

|  |
| --- |
| The name of the parameter. |

type

|  |
| --- |
| The type of the parameter. |

synchronizeType

|  |
| --- |
| Disabled/Discrete/Continuous |

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

PhotonAnimatorView.Update Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

SynchronizedLayer Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**PhotonAnimatorView.SynchronizedLayer**

|  |  |
| --- | --- |
| C# |  |
| [System.Serializable()] public class SynchronizedLayer | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[LayerIndex](#topic_00000000000003BD), [SynchronizeType](#topic_00000000000003BC)

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

LayerIndex Field

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) LayerIndex | |

See Also

Applies to: [SynchronizedLayer](#topic_00000000000003BB)

SynchronizeType Field

|  |  |
| --- | --- |
| C# |  |
| public [SynchronizeType](#topic_00000000000003B3) SynchronizeType | |

See Also

Applies to: [SynchronizedLayer](#topic_00000000000003BB)

SynchronizedParameter Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**PhotonAnimatorView.SynchronizedParameter**

|  |  |
| --- | --- |
| C# |  |
| [System.Serializable()] public class SynchronizedParameter | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[Name](#topic_00000000000003BA), [SynchronizeType](#topic_00000000000003B9), [Type](#topic_00000000000003B8)

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

Name Field

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) Name | |

See Also

Applies to: [SynchronizedParameter](#topic_00000000000003B7)

SynchronizeType Field

|  |  |
| --- | --- |
| C# |  |
| public [SynchronizeType](#topic_00000000000003B3) SynchronizeType | |

See Also

Applies to: [SynchronizedParameter](#topic_00000000000003B7)

Type Field

|  |  |
| --- | --- |
| C# |  |
| public [ParameterType](#topic_00000000000003AE) Type | |

See Also

Applies to: [SynchronizedParameter](#topic_00000000000003B7)

ParameterType Enumeration

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Bool | 4 |  |
| Float | 1 |  |
| Int | 3 |  |
| Trigger | 9 |  |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

SynchronizeType Enumeration

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Continuous | 2 |  |
| Disabled | 0 |  |
| Discrete | 1 |  |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

ShowLayerWeightsInspector Field

|  |  |
| --- | --- |
| C# |  |
| [HideInInspector()] [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ShowLayerWeightsInspector | |

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

ShowParameterInspector Field

|  |  |
| --- | --- |
| C# |  |
| [HideInInspector()] [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ShowParameterInspector | |

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

m\_Animator Field

|  |  |
| --- | --- |
| C# |  |
| private **Animator** m\_Animator | |

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

m\_LastDeserializeTime Field

|  |  |
| --- | --- |
| C# |  |
| private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_LastDeserializeTime | |

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

m\_PhotonView Field

|  |  |
| --- | --- |
| C# |  |
| private [PhotonView](#topic_000000000000031B) m\_PhotonView | |

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

m\_ReceiverPosition Field

|  |  |
| --- | --- |
| C# |  |
| private **Vector3** m\_ReceiverPosition | |

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

m\_StreamQueue Field

|  |  |
| --- | --- |
| C# |  |
| private [PhotonStreamQueue](#topic_00000000000002F7) m\_StreamQueue | |

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

m\_SynchronizeLayers Field

|  |  |
| --- | --- |
| C# |  |
| [HideInInspector()] [SerializeField()] new private [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[SynchronizedLayer](#topic_00000000000003BB)> m\_SynchronizeLayers | |

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

m\_SynchronizeParameters Field

|  |  |
| --- | --- |
| C# |  |
| [HideInInspector()] [SerializeField()] new private [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[SynchronizedParameter](#topic_00000000000003B7)> m\_SynchronizeParameters | |

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

m\_WasSynchronizeTypeChanged Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_WasSynchronizeTypeChanged | |

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

m\_raisedDiscreteTriggersCache Field

Cached raised triggers that are set to be synchronized in discrete mode. since a Trigger only stay up for less than a frame,
We need to cache it until the next discrete serialization call.

|  |  |
| --- | --- |
| C# |  |
| new private [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[string](https://docs.microsoft.com/en-us/dotnet/api/system.string)> m\_raisedDiscreteTriggersCache | |

See Also

Applies to: [PhotonAnimatorView](#topic_00000000000003AD)

PhotonLagSimulationGui Class

This MonoBehaviour is a basic GUI for the Photon client's network-simulation feature.
It can modify lag (fixed delay), jitter (random lag) and packet loss.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**PhotonLagSimulationGui**

|  |  |
| --- | --- |
| C# |  |
| public class PhotonLagSimulationGui : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[Peer](#topic_000000000000021E), [animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [NetSimHasNoPeerWindow](#topic_0000000000000221), [NetSimWindow](#topic_0000000000000222), [OnGUI](#topic_0000000000000220), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [Start](#topic_000000000000021F), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[Visible](#topic_000000000000021D), [WindowId](#topic_000000000000021C), [WindowRect](#topic_000000000000021B)

PhotonLagSimulationGui.Peer Property

The peer currently in use (to set the network simulation).

|  |  |
| --- | --- |
| C# |  |
| public **PhotonPeer** Peer {get; set;} | |

See Also

Applies to: [PhotonLagSimulationGui](#topic_000000000000021A)

PhotonLagSimulationGui.NetSimHasNoPeerWindow Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) NetSimHasNoPeerWindow(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *windowId* ) | |

Parameters

windowId

|  |
| --- |
|  |

See Also

Applies to: [PhotonLagSimulationGui](#topic_000000000000021A)

PhotonLagSimulationGui.NetSimWindow Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) NetSimWindow(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *windowId* ) | |

Parameters

windowId

|  |
| --- |
|  |

See Also

Applies to: [PhotonLagSimulationGui](#topic_000000000000021A)

PhotonLagSimulationGui.OnGUI Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnGUI() | |

See Also

Applies to: [PhotonLagSimulationGui](#topic_000000000000021A)

PhotonLagSimulationGui.Start Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [PhotonLagSimulationGui](#topic_000000000000021A)

Visible Field

Shows or hides GUI (does not affect settings).

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Visible | |

See Also

Applies to: [PhotonLagSimulationGui](#topic_000000000000021A)

WindowId Field

Unity GUI Window ID (must be unique or will cause issues).

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) WindowId | |

See Also

Applies to: [PhotonLagSimulationGui](#topic_000000000000021A)

WindowRect Field

Positioning rect for window.

|  |  |
| --- | --- |
| C# |  |
| new public **Rect** WindowRect | |

See Also

Applies to: [PhotonLagSimulationGui](#topic_000000000000021A)

PhotonNetwork Class

The main class to use the PhotonNetwork plugin.
This class is static.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**PhotonNetwork**

|  |  |
| --- | --- |
| C# |  |
| public static class PhotonNetwork | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[AuthValues](#topic_0000000000000231), [CloudRegion](#topic_0000000000000229), [CrcCheckEnabled](#topic_0000000000000266), [CurrentCluster](#topic_000000000000022A), [EnableLobbyStatistics](#topic_000000000000024F), [Friends](#topic_000000000000023A), [FriendsListAge](#topic_000000000000023B), [LobbyStatistics](#topic_0000000000000250), [MaxResendsBeforeDisconnect](#topic_0000000000000268), [NetworkStatisticsEnabled](#topic_0000000000000264), [PacketLossByCrcCheck](#topic_0000000000000267), [PrefabPool](#topic_0000000000000241), [QuickResends](#topic_0000000000000269), [ResentReliableCommands](#topic_0000000000000265), [Server](#topic_0000000000000230), [ServerAddress](#topic_0000000000000228), [ServerTimestamp](#topic_000000000000025A), [UseAlternativeUdpPorts](#topic_000000000000026A), [autoCleanUpPlayerObjects](#topic_000000000000024C), [autoJoinLobby](#topic_000000000000024E), [automaticallySyncScene](#topic_000000000000024A), [connected](#topic_000000000000022B), [connectedAndReady](#topic_000000000000022D), [connecting](#topic_000000000000022C), [connectionState](#topic_000000000000022E), [connectionStateDetailed](#topic_000000000000022F), [countOfPlayers](#topic_0000000000000262), [countOfPlayersInRooms](#topic_0000000000000261), [countOfPlayersOnMaster](#topic_0000000000000260), [countOfRooms](#topic_0000000000000263), [gameVersion](#topic_0000000000000225), [inRoom](#topic_000000000000025E), [insideLobby](#topic_0000000000000251), [isMasterClient](#topic_000000000000025D), [isMessageQueueRunning](#topic_0000000000000257), [isNonMasterClientInRoom](#topic_000000000000025F), [lobby](#topic_0000000000000252), [masterClient](#topic_0000000000000236), [offlineMode](#topic_0000000000000246), [otherPlayers](#topic_0000000000000239), [player](#topic_0000000000000235), [playerList](#topic_0000000000000238), [playerName](#topic_0000000000000237), [room](#topic_0000000000000232), [sendRate](#topic_0000000000000253), [sendRateOnSerialize](#topic_0000000000000254), [time](#topic_0000000000000259)

Methods

[AllocateSceneViewID](#topic_0000000000000293), [AllocateSceneViewIDs](#topic_0000000000000295), [AllocateViewID](#topic_0000000000000292), [CacheSendMonoMessageTargets](#topic_00000000000002A7), [CallEvent](#topic_00000000000002B7), [CloseConnection](#topic_000000000000029D), [ConnectToBestCloudServer](#topic_0000000000000273), [ConnectToMaster](#topic_0000000000000270), [ConnectToRegion](#topic_0000000000000274), [ConnectUsingSettings](#topic_000000000000026F), [CreateRoom](#topic_000000000000027D), [CreateSettings](#topic_00000000000002BB), [Destroy](#topic_000000000000029F), [DestroyAll](#topic_00000000000002A3), [DestroyPlayerObjects](#topic_00000000000002A1), [Disconnect](#topic_000000000000027B), [EnterOfflineRoom](#topic_0000000000000288), [Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [FetchServerTimestamp](#topic_000000000000029B), [FindAssetPath](#topic_00000000000002B8), [FindFriends](#topic_000000000000027C), [FindGameObjectsWithComponent](#topic_00000000000002A8), [FindPunAssetFolder](#topic_00000000000002B9), [GetCustomRoomList](#topic_000000000000028D), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetParent](#topic_00000000000002BA), [GetPing](#topic_000000000000029A), [GetRoomList](#topic_000000000000028E), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [InitializeSecurity](#topic_0000000000000279), [Instantiate](#topic_0000000000000297), [InstantiateSceneObject](#topic_0000000000000299), [InternalCleanPhotonMonoFromSceneIfStuck](#topic_00000000000002BC), [JoinLobby](#topic_0000000000000289), [JoinOrCreateRoom](#topic_0000000000000282), [JoinRandomRoom](#topic_0000000000000284), [JoinRoom](#topic_0000000000000280), [LeaveLobby](#topic_000000000000028B), [LeaveRoom](#topic_000000000000028C), [LoadLevel](#topic_00000000000002B2), [LoadLevelAsync](#topic_00000000000002B3), [NetworkStatisticsReset](#topic_0000000000000277), [NetworkStatisticsToString](#topic_0000000000000278), [OverrideBestCloudServer](#topic_0000000000000275), [RaiseEvent](#topic_0000000000000291), [ReJoinRoom](#topic_0000000000000287), [Reconnect](#topic_0000000000000271), [ReconnectAndRejoin](#topic_0000000000000272), [RefreshCloudServerRating](#topic_0000000000000276), [RemovePlayerCustomProperties](#topic_0000000000000290), [RemoveRPCs](#topic_00000000000002A4), [RemoveRPCsInGroup](#topic_00000000000002A6), [SendOutgoingCommands](#topic_000000000000029C), [SetInterestGroups](#topic_00000000000002AA), [SetLevelPrefix](#topic_00000000000002B1), [SetMasterClient](#topic_000000000000029E), [SetPlayerCustomProperties](#topic_000000000000028F), [SetReceivingEnabled](#topic_00000000000002A9), [SetSendingEnabled](#topic_00000000000002AD), [SwitchToProtocol](#topic_000000000000026E), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [UnAllocateViewID](#topic_0000000000000296), [VerifyCanUseNetwork](#topic_000000000000027A), [WebRpc](#topic_00000000000002B6)

Events

[OnEventCall](#topic_000000000000026C)

Delegates

[EventCallback](#topic_000000000000026B)

Fields

[BackgroundTimeout](#topic_000000000000025C), [InstantiateInRoomOnly](#topic_0000000000000233), [MAX\_VIEW\_IDS](#topic_0000000000000226), [PhotonServerSettings](#topic_0000000000000227), [PrefabCache](#topic_0000000000000242), [SendMonoMessageTargetType](#topic_0000000000000244), [SendMonoMessageTargets](#topic_0000000000000243), [StartRpcsAsCoroutine](#topic_0000000000000245), [UsePrefabCache](#topic_0000000000000240), [UseRpcMonoBehaviourCache](#topic_000000000000023F), [\_mAutomaticallySyncScene](#topic_000000000000024B), [isOfflineMode](#topic_0000000000000247), [logLevel](#topic_0000000000000234), [m\_autoCleanUpPlayerObjects](#topic_000000000000024D), [m\_isMessageQueueRunning](#topic_0000000000000258), [maxConnections](#topic_0000000000000249), [offlineModeRoom](#topic_0000000000000248), [precisionForFloatSynchronization](#topic_000000000000023E), [precisionForQuaternionSynchronization](#topic_000000000000023D), [precisionForVectorSynchronization](#topic_000000000000023C), [sendInterval](#topic_0000000000000255), [sendIntervalOnSerialize](#topic_0000000000000256), [startupStopwatch](#topic_000000000000025B), [versionPUN](#topic_0000000000000224)

PhotonNetwork Constructor

Static constructor used for basic setup.

|  |  |
| --- | --- |
| C# |  |
| private static PhotonNetwork() | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.AuthValues Property

A user's authentication values used during connect.

|  |  |
| --- | --- |
| C# |  |
| public static [AuthenticationValues](#topic_0000000000000171) AuthValues {get; set;} | |

Remarks

Set these before calling Connect if you want custom authentication.
These values set the userId, if and how that userId gets verified (server-side), etc..
If authentication fails for any values, PUN will call your implementation of OnCustomAuthenticationFailed(string debugMsg).
See: PhotonNetworkingMessage.OnCustomAuthenticationFailed

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.CloudRegion Property

Currently used Cloud Region (if any). As long as the client is not on a Master Server or Game Server, the region is not yet defined.

|  |  |
| --- | --- |
| C# |  |
| public static [CloudRegionCode](#topic_000000000000002B) CloudRegion {get;} | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.CrcCheckEnabled Property

Crc checks can be useful to detect and avoid issues with broken datagrams. Can be enabled while not connected.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) CrcCheckEnabled {get; set;} | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.CurrentCluster Property

The cluster name provided by the Name Server.

|  |  |
| --- | --- |
| C# |  |
| public static [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) CurrentCluster {get;} | |

Remarks

The value is provided by the OpResponse for OpAuthenticate/OpAuthenticateOnce. See ConnectToRegion.
Null until set.
Note that the Name Server may assign another cluster, if the requested one is not configured or available.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.EnableLobbyStatistics Property

Set in PhotonServerSettings asset. Enable to get a list of active lobbies from the Master Server.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) EnableLobbyStatistics {get; set;} | |

Remarks

Lobby Statistics can be useful if a game uses multiple lobbies and you want
to show activity of each to players.
This value is stored in PhotonServerSettings.
PhotonNetwork.LobbyStatistics is updated when you connect to the Master Server.
There is also a callback PunBehaviour.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.Friends Property

Read-only list of friends, their online status and the room they are in. Null until initialized by a FindFriends call.

|  |  |
| --- | --- |
| C# |  |
| public static [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[FriendInfo](#topic_0000000000000067)> Friends {get;} | |

Remarks

Do not modify this list!
It is internally handled by FindFriends and only available to read the values.
The value of FriendListAge tells you how old the data is in milliseconds.
Don't get this list more often than useful (> 10 seconds). In best case, keep the list you fetch really short.
You could (e.g.) get the full list only once, then request a few updates only for friends who are online.
After a while (e.g. 1 minute), you can get the full list again (to update online states).

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.FriendsListAge Property

Age of friend list info (in milliseconds). It's 0 until a friend list is fetched.

|  |  |
| --- | --- |
| C# |  |
| public static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) FriendsListAge {get;} | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.LobbyStatistics Property

If turned on, the Master Server will provide information about active lobbies for this application.

|  |  |
| --- | --- |
| C# |  |
| public static [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[TypedLobbyInfo](#topic_000000000000015F)> LobbyStatistics {get; private set;} | |

Remarks

Lobby Statistics can be useful if a game uses multiple lobbies and you want
to show activity of each to players. Per lobby, you get: name, type, room- and player-count.
PhotonNetwork.LobbyStatistics is updated when you connect to the Master Server.
There is also a callback PunBehaviour.OnLobbyStatisticsUpdate, which you should implement
to update your UI (e.g.).
Lobby Statistics are not turned on by default.
Enable them in the PhotonServerSettings file of the project.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.MaxResendsBeforeDisconnect Property

Defines the number of times a reliable message can be resent before not getting an ACK for it will trigger a disconnect. Default: 5.

|  |  |
| --- | --- |
| C# |  |
| public static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) MaxResendsBeforeDisconnect {get; set;} | |

Remarks

Less resends mean quicker disconnects, while more can lead to much more lag without helping. Min: 3. Max: 10.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.NetworkStatisticsEnabled Property

Enables or disables the collection of statistics about this client's traffic.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) NetworkStatisticsEnabled {get; set;} | |

Remarks

If you encounter issues with clients, the traffic stats are a good starting point to find solutions.
Only with enabled stats, you can use GetVitalStats

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.PacketLossByCrcCheck Property

If CrcCheckEnabled, this counts the incoming packages that don't have a valid CRC checksum and got rejected.

|  |  |
| --- | --- |
| C# |  |
| public static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) PacketLossByCrcCheck {get;} | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.PrefabPool Property

An Object Pool can be used to keep and reuse instantiated object instances. It replaced Unity's default Instantiate and Destroy methods.

|  |  |
| --- | --- |
| C# |  |
| public static [IPunPrefabPool](#topic_00000000000001CC) PrefabPool {get; set;} | |

Remarks

To use a GameObject pool, implement IPunPrefabPool and assign it here.
Prefabs are identified by name.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.QuickResends Property

In case of network loss, reliable messages can be repeated quickly up to 3 times.

|  |  |
| --- | --- |
| C# |  |
| public static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) QuickResends {get; set;} | |

Remarks

When reliable messages get lost more than once, subsequent repeats are delayed a bit
to allow the network to recover.  
With this option, the repeats 2 and 3 can be sped up. This can help avoid timeouts but
also it increases the speed in which gaps are closed.  
When you set this, increase PhotonNetwork.MaxResendsBeforeDisconnect to 6 or 7.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.ResentReliableCommands Property

Count of commands that got repeated (due to local repeat-timing before an ACK was received).

|  |  |
| --- | --- |
| C# |  |
| public static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) ResentReliableCommands {get;} | |

Remarks

If this value increases a lot, there is a good chance that a timeout disconnect will happen due to bad conditions.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.Server Property

The server (type) this client is currently connected or connecting to.

|  |  |
| --- | --- |
| C# |  |
| public static [ServerConnection](#topic_00000000000001A8) Server {get;} | |

Remarks

Photon uses 3 different roles of servers: Name Server, Master Server and Game Server.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.ServerAddress Property

Currently used server address (no matter if master or game server).

|  |  |
| --- | --- |
| C# |  |
| public static [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ServerAddress {get;} | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.ServerTimestamp Property

The current server's millisecond timestamp.

|  |  |
| --- | --- |
| C# |  |
| public static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) ServerTimestamp {get;} | |

Remarks

This can be useful to sync actions and events on all clients in one room.
It will overflow from a positive to a negative value every so often, so
be careful to use only time-differences to check the time delta when things
happen.
This is the basis for PhotonNetwork.time.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.UseAlternativeUdpPorts Property

Switch to alternative ports for a UDP connection to the Public Cloud.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) UseAlternativeUdpPorts {get; set;} | |

Remarks

This should be used when a customer has issues with connection stability. Some players
reported better connectivity for Steam games. The effect might vary, which is why the
alternative ports are not the new default.
The alternative (server) ports are 27000 up to 27003.
The values are appplied by replacing any incoming server-address string accordingly.
You only need to set this to true though.
This value does not affect TCP or WebSocket connections.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.autoCleanUpPlayerObjects Property

This setting defines per room, if network-instantiated GameObjects (with PhotonView) get cleaned up when the creator of it leaves.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) autoCleanUpPlayerObjects {get; set;} | |

Remarks

This setting is done per room. It can't be changed in the room and it will override the settings of individual clients.
If room.AutoCleanUp is enabled in a room, the PUN clients will destroy a player's GameObjects on leave.
This includes GameObjects manually instantiated (via RPCs, e.g.).
When enabled, the server will clean RPCs, instantiated GameObjects and PhotonViews of the leaving player, too. and
Players who join after someone left, won't get the events of that player anymore.
Under the hood, this setting is stored as a Custom Room Property.
Enabled by default.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.autoJoinLobby Property

Set in PhotonServerSettings asset. Defines if the PhotonNetwork should join the "lobby" when connected to the Master server.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) autoJoinLobby {get; set;} | |

Remarks

If this is false, OnConnectedToMaster() will be called when connection to the Master is available.
OnJoinedLobby() will NOT be called if this is false.
Enabled by default.
The room listing will not become available.
Rooms can be created and joined (randomly) without joining the lobby (and getting sent the room list).

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.automaticallySyncScene Property

Defines if all clients in a room should load the same level as the Master Client (if that used PhotonNetwork.LoadLevel).

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) automaticallySyncScene {get; set;} | |

Remarks

To synchronize the loaded level, the Master Client should use PhotonNetwork.LoadLevel.
All clients will load the new scene when they get the update or when they join.
Internally, a Custom Room Property is set for the loaded scene. When a client reads that
and is not in the same scene yet, it will immediately pause the Message Queue
(PhotonNetwork.isMessageQueueRunning = false) and load. When the scene finished loading,
PUN will automatically re-enable the Message Queue.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.connected Property

False until you connected to Photon initially. True in offline mode, while connected to any server and even while switching servers.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) connected {get;} | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.connectedAndReady Property

A refined version of connected which is true only if your connection to the server is ready to accept operations like join, leave, etc.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) connectedAndReady {get;} | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.connecting Property

True when you called ConnectUsingSettings (or similar) until the low level connection to Photon gets established.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) connecting {get;} | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.connectionState Property

Simplified connection state

|  |  |
| --- | --- |
| C# |  |
| public static [ConnectionState](#topic_0000000000000048) connectionState {get;} | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.connectionStateDetailed Property

Detailed connection state (ignorant of PUN, so it can be "disconnected" while switching servers).

|  |  |
| --- | --- |
| C# |  |
| public static [ClientState](#topic_0000000000000183) connectionStateDetailed {get;} | |

Remarks

In OfflineMode, this is ClientState.Joined (after create/join) or it is ConnectedToMaster in all other cases.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.countOfPlayers Property

The count of players currently using this application (available on MasterServer in 5sec intervals).

|  |  |
| --- | --- |
| C# |  |
| public static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) countOfPlayers {get;} | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.countOfPlayersInRooms Property

Count of users currently playing your app in some room (sent every 5sec by Master Server).
Use PhotonNetwork.playerList.Length or PhotonNetwork.room.PlayerCount to get the count of players in the room you're in!

|  |  |
| --- | --- |
| C# |  |
| public static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) countOfPlayersInRooms {get;} | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.countOfPlayersOnMaster Property

The count of players currently looking for a room (available on MasterServer in 5sec intervals).

|  |  |
| --- | --- |
| C# |  |
| public static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) countOfPlayersOnMaster {get;} | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.countOfRooms Property

The count of rooms currently in use (available on MasterServer in 5sec intervals).

|  |  |
| --- | --- |
| C# |  |
| public static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) countOfRooms {get;} | |

Remarks

While inside the lobby you can also check the count of listed rooms as: PhotonNetwork.GetRoomList().Length.
Since PUN v1.25 this is only based on the statistic event Photon sends (counting all rooms).

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.gameVersion Property

Version string for your this build. Can be used to separate incompatible clients. Sent during connect.

|  |  |
| --- | --- |
| C# |  |
| public static [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) gameVersion {get; set;} | |

Remarks

This is only sent when you connect so that is also the place you set it usually (e.g. in ConnectUsingSettings).

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.inRoom Property

Is true while being in a room (connectionStateDetailed == ClientState.Joined).

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) inRoom {get;} | |

Remarks

Many actions can only be executed in a room, like Instantiate or Leave, etc.
You can join a room in offline mode, too.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.insideLobby Property

True while this client is in a lobby.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) insideLobby {get;} | |

Remarks

Implement IPunCallbacks.OnReceivedRoomListUpdate() for a notification when the list of rooms
becomes available or updated.
You are automatically leaving any lobby when you join a room!
Lobbies only exist on the Master Server (whereas rooms are handled by Game Servers).

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.isMasterClient Property

Are we the master client?

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isMasterClient {get;} | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.isMessageQueueRunning Property

Can be used to pause dispatching of incoming evtents (RPCs, Instantiates and anything else incoming).

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isMessageQueueRunning {get; set;} | |

Remarks

While IsMessageQueueRunning == false, the OnPhotonSerializeView calls are not done and nothing is sent by
a client. Also, incoming messages will be queued until you re-activate the message queue.
This can be useful if you first want to load a level, then go on receiving data of PhotonViews and RPCs.
The client will go on receiving and sending acknowledgements for incoming packages and your RPCs/Events.
This adds "lag" and can cause issues when the pause is longer, as all incoming messages are just queued.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.isNonMasterClientInRoom Property

True if we are in a room (client) and NOT the room's masterclient

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isNonMasterClientInRoom {get;} | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.lobby Property

The lobby that will be used when PUN joins a lobby or creates a game.

|  |  |
| --- | --- |
| C# |  |
| public static [TypedLobby](#topic_0000000000000157) lobby {get; set;} | |

Remarks

The default lobby uses an empty string as name.
PUN will enter a lobby on the Master Server if autoJoinLobby is set to true.
So when you connect or leave a room, PUN automatically gets you into a lobby again.
Check PhotonNetwork.insideLobby if the client is in a lobby.
(@ref masterServerAndLobby)

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.masterClient Property

The Master Client of the current room or null (outside of rooms).

|  |  |
| --- | --- |
| C# |  |
| public static [PhotonPlayer](#topic_00000000000002C9) masterClient {get;} | |

Remarks

Can be used as "authoritative" client/player to make descisions, run AI or other.
If the current Master Client leaves the room (leave/disconnect), the server will quickly assign someone else.
If the current Master Client times out (closed app, lost connection, etc), messages sent to this client are
effectively lost for the others! A timeout can take 10 seconds in which no Master Client is active.
Implement the method IPunCallbacks.OnMasterClientSwitched to be called when the Master Client switched.
Use PhotonNetwork.SetMasterClient, to switch manually to some other player / client.
With offlineMode == true, this always returns the PhotonNetwork.player.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.offlineMode Property

Offline mode can be set to re-use your multiplayer code in singleplayer game modes.
When this is on PhotonNetwork will not create any connections and there is near to
no overhead. Mostly usefull for reusing RPC's and PhotonNetwork.Instantiate

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) offlineMode {get; set;} | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.otherPlayers Property

The list of players in the current room, excluding the local player.

|  |  |
| --- | --- |
| C# |  |
| public static [PhotonPlayer](#topic_00000000000002C9)[] otherPlayers {get;} | |

Remarks

This list is only valid, while the client is in a room.
It automatically gets updated when someone joins or leaves.
This can be used to list all other players in a room.
Each player's PhotonPlayer.customProperties are accessible (set and synchronized via
PhotonPlayer.SetCustomProperties).
You can use a PhotonPlayer.TagObject to store an arbitrary object for reference.
That is not synchronized via the network.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.player Property

The local PhotonPlayer. Always available and represents this player.
CustomProperties can be set before entering a room and will be synced as well.

|  |  |
| --- | --- |
| C# |  |
| public static [PhotonPlayer](#topic_00000000000002C9) player {get;} | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.playerList Property

The list of players in the current room, including the local player.

|  |  |
| --- | --- |
| C# |  |
| public static [PhotonPlayer](#topic_00000000000002C9)[] playerList {get;} | |

Remarks

This list is only valid, while the client is in a room.
It automatically gets updated when someone joins or leaves.
This can be used to list all players in a room.
Each player's PhotonPlayer.customProperties are accessible (set and synchronized via
PhotonPlayer.SetCustomProperties).
You can use a PhotonPlayer.TagObject to store an arbitrary object for reference.
That is not synchronized via the network.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.playerName Property

Set to synchronize the player's nickname with everyone in the room(s) you enter. This sets PhotonNetwork.player.NickName.

|  |  |
| --- | --- |
| C# |  |
| public static [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) playerName {get; set;} | |

Remarks

The playerName is just a nickname and does not have to be unique or backed up with some account.  
Set the value any time (e.g. before you connect) and it will be available to everyone you play with.  
Access the names of players by: PhotonPlayer.NickName.   
PhotonNetwork.otherPlayers is a list of other players - each contains the playerName the remote player set.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.room Property

Get the room we're currently in. Null if we aren't in any room.

|  |  |
| --- | --- |
| C# |  |
| public static [Room](#topic_0000000000000355) room {get;} | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.sendRate Property

Defines how many times per second PhotonNetwork should send a package. If you change
this, do not forget to also change 'sendRateOnSerialize'.

|  |  |
| --- | --- |
| C# |  |
| public static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) sendRate {get; set;} | |

Remarks

Less packages are less overhead but more delay.
Setting the sendRate to 50 will create up to 50 packages per second (which is a lot!).
Keep your target platform in mind: mobile networks are slower and less reliable.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.sendRateOnSerialize Property

Defines how many times per second OnPhotonSerialize should be called on PhotonViews.

|  |  |
| --- | --- |
| C# |  |
| public static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) sendRateOnSerialize {get; set;} | |

Remarks

Choose this value in relation to PhotonNetwork.sendRate. OnPhotonSerialize will create updates and messages to be sent.  
A lower rate takes up less performance but will cause more lag.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.time Property

Photon network time, synched with the server.

|  |  |
| --- | --- |
| C# |  |
| public static [double](https://docs.microsoft.com/en-us/dotnet/api/system.double) time {get;} | |

Remarks

v1.55  
This time value depends on the server's Environment.TickCount. It is different per server
but inside a Room, all clients should have the same value (Rooms are on one server only).  
This is not a DateTime!  
Use this value with care:   
It can start with any positive value.  
It will "wrap around" from 4294967.295 to 0!

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.AllocateSceneViewID Method

Enables the Master Client to allocate a viewID that is valid for scene objects.

|  |  |
| --- | --- |
| C# |  |
| public static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) AllocateSceneViewID() | |

Returns

A viewID that can be used for a new PhotonView or -1 in case of an error.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.AllocateSceneViewIDs Method

|  |  |
| --- | --- |
| C# |  |
| private static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32)[] AllocateSceneViewIDs(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *countOfNewViews* ) | |

Parameters

countOfNewViews

|  |
| --- |
|  |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.AllocateViewID Method

Allocates a viewID that's valid for the current/local player.

|  |  |
| --- | --- |
| C# |  |
| public static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) AllocateViewID() | |

Returns

A viewID that can be used for a new PhotonView.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.AllocateViewID (Int32) Method

|  |  |
| --- | --- |
| C# |  |
| private static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) AllocateViewID(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *ownerId* ) | |

Parameters

ownerId

|  |
| --- |
|  |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.CacheSendMonoMessageTargets Method

Populates SendMonoMessageTargets with currently existing GameObjects that have a Component of type.

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CacheSendMonoMessageTargets(  [Type](https://docs.microsoft.com/en-us/dotnet/api/system.type) *type* ) | |

Parameters

type

|  |
| --- |
| If null, this will use SendMonoMessageTargets as component-type (MonoBehaviour by default). |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.CallEvent Method

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) CallEvent(  [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) *eventCode*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *content*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *senderId* ) | |

Parameters

eventCode

|  |
| --- |
|  |

content

|  |
| --- |
|  |

senderId

|  |
| --- |
|  |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.CloseConnection Method

Request a client to disconnect (KICK). Only the master client can do this

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) CloseConnection(  [PhotonPlayer](#topic_00000000000002C9) *kickPlayer* ) | |

Parameters

kickPlayer

|  |
| --- |
| The PhotonPlayer to kick. |

Remarks

Only the target player gets this event. That player will disconnect automatically, which is what the others will notice, too.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.ConnectToBestCloudServer Method

Connect to the Photon Cloud region with the lowest ping (on platforms that support Unity's Ping).

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ConnectToBestCloudServer(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *gameVersion* ) | |

Parameters

gameVersion

|  |
| --- |
| This client's version number. Users are separated from each other by gameversion (which allows you to make breaking changes). |

Returns

If this client is going to connect to cloud server based on ping. Even if true, this does not guarantee a connection but the attempt is being made.

Remarks

Will save the result of pinging all cloud servers in PlayerPrefs. Calling this the first time can take +-2 seconds.
The ping result can be overridden via PhotonNetwork.OverrideBestCloudServer(..)
This call can take up to 2 seconds if it is the first time you are using this, all cloud servers will be pinged to check for the best region.
The PUN Setup Wizard stores your appID in a settings file and applies a server address/port.
To connect to the Photon Cloud, a valid AppId must be in the settings file (shown in the Photon Cloud Dashboard).
https://www.photonengine.com/dashboard
Connecting to the Photon Cloud might fail due to:
- Invalid AppId (calls: OnFailedToConnectToPhoton(). check exact AppId value)
- Network issues (calls: OnFailedToConnectToPhoton())
- Invalid region (calls: OnConnectionFail() with DisconnectCause.InvalidRegion)
- Subscription CCU limit reached (calls: OnConnectionFail() with DisconnectCause.MaxCcuReached. also calls: OnPhotonMaxCccuReached())

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.ConnectToMaster Method

Connect to a Photon Master Server by address, port, appID and game(client) version.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ConnectToMaster(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *masterServerAddress*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *port*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *appID*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *gameVersion* ) | |

Parameters

masterServerAddress

|  |
| --- |
| The server's address (either your own or Photon Cloud address). |

port

|  |
| --- |
| The server's port to connect to. |

appID

|  |
| --- |
| Your application ID (Photon Cloud provides you with a GUID for your game). |

gameVersion

|  |
| --- |
| This client's version number. Users are separated by gameversion (which allows you to make breaking changes). |

Remarks

To connect to the Photon Cloud, a valid AppId must be in the settings file (shown in the Photon Cloud Dashboard).
https://www.photonengine.com/dashboard
Connecting to the Photon Cloud might fail due to:
- Invalid AppId (calls: OnFailedToConnectToPhoton(). check exact AppId value)
- Network issues (calls: OnFailedToConnectToPhoton())
- Invalid region (calls: OnConnectionFail() with DisconnectCause.InvalidRegion)
- Subscription CCU limit reached (calls: OnConnectionFail() with DisconnectCause.MaxCcuReached. also calls: OnPhotonMaxCccuReached())

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.ConnectToRegion Method

Connects to the Photon Cloud region and cluster of choice.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ConnectToRegion(  [CloudRegionCode](#topic_000000000000002B) *region*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *gameVersion*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *cluster* = null ) | |

Parameters

region

|  |
| --- |
|  |

gameVersion

|  |
| --- |
|  |

cluster

|  |
| --- |
|  |

Remarks

Connecting to a specific cluster may be necessary, when regions get sharded and you support friends.
In all other cases, you should not define a cluster as this allows the Name Server to distribute
clients as needed. A random, load balanced cluster will be selected if available.
The Name Server has the final say to assign a cluster as available.
Once connected, check the value of CurrentCluster.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.ConnectUsingSettings Method

Connect to Photon as configured in the editor (saved in PhotonServerSettings file).

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ConnectUsingSettings(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *gameVersion* ) | |

Parameters

gameVersion

|  |
| --- |
| This client's version number. Users are separated from each other by gameversion (which allows you to make breaking changes). |

Remarks

This method will disable offlineMode (which won't destroy any instantiated GOs) and it
will set isMessageQueueRunning to true.
Your server configuration is created by the PUN Wizard and contains the AppId and
region for Photon Cloud games and the server address if you host Photon yourself.
These settings usually don't change often.
To ignore the config file and connect anywhere call: PhotonNetwork.ConnectToMaster.
To connect to the Photon Cloud, a valid AppId must be in the settings file (shown in the Photon Cloud Dashboard).
https://www.photonengine.com/dashboard
Connecting to the Photon Cloud might fail due to:
- Invalid AppId (calls: OnFailedToConnectToPhoton(). check exact AppId value)
- Network issues (calls: OnFailedToConnectToPhoton())
- Invalid region (calls: OnConnectionFail() with DisconnectCause.InvalidRegion)
- Subscription CCU limit reached (calls: OnConnectionFail() with DisconnectCause.MaxCcuReached. also calls: OnPhotonMaxCccuReached())

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.CreateRoom (String, RoomOptions, TypedLobby, String()) Method

Creates a room but fails if this room is existing already. Can only be called on Master Server.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) CreateRoom(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *roomName*,  [RoomOptions](#topic_000000000000012D) *roomOptions*,  [TypedLobby](#topic_0000000000000157) *typedLobby*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] *expectedUsers* ) | |

Parameters

roomName

|  |
| --- |
| Unique name of the room to create. Pass null or "" to make the server generate a name. |

roomOptions

|  |
| --- |
| Common options for the room like MaxPlayers, initial custom room properties and similar. See RoomOptions type.. |

typedLobby

|  |
| --- |
| If null, the room is automatically created in the currently used lobby (which is "default" when you didn't join one explicitly). |

expectedUsers

|  |
| --- |
| Optional list of users (by UserId) who are expected to join this game and who you want to block a slot for. |

Returns

If the operation got queued and will be sent.

Remarks

When successful, this calls the callbacks OnCreatedRoom and OnJoinedRoom (the latter, cause you join as first player).
If the room can't be created (because it exists already), OnPhotonCreateRoomFailed gets called.
If you don't want to create a unique room-name, pass null or "" as name and the server will assign a roomName (a GUID as string).
Rooms can be created in any number of lobbies. Those don't have to exist before you create a room in them (they get
auto-created on demand). Lobbies can be useful to split room lists on the server-side already. That can help keep the room
lists short and manageable.
If you set a typedLobby parameter, the room will be created in that lobby (no matter if you are active in any).
If you don't set a typedLobby, the room is automatically placed in the currently active lobby (if any) or the
default-lobby.
Call this only on the master server.
Internally, the master will respond with a server-address (and roomName, if needed). Both are used internally
to switch to the assigned game server and roomName.
PhotonNetwork.autoCleanUpPlayerObjects will become this room's autoCleanUp property and that's used by all clients that join this room.
You can define an array of expectedUsers, to block player slots in the room for these users.
The corresponding feature in Photon is called "Slot Reservation" and can be found in the doc pages.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.CreateRoom (String, RoomOptions, TypedLobby) Method

Creates a room but fails if this room is existing already. Can only be called on Master Server.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) CreateRoom(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *roomName*,  [RoomOptions](#topic_000000000000012D) *roomOptions*,  [TypedLobby](#topic_0000000000000157) *typedLobby* ) | |

Parameters

roomName

|  |
| --- |
| Unique name of the room to create. Pass null or "" to make the server generate a name. |

roomOptions

|  |
| --- |
| Common options for the room like MaxPlayers, initial custom room properties and similar. See RoomOptions type.. |

typedLobby

|  |
| --- |
| If null, the room is automatically created in the currently used lobby (which is "default" when you didn't join one explicitly). |

Returns

If the operation got queued and will be sent.

Remarks

When successful, this calls the callbacks OnCreatedRoom and OnJoinedRoom (the latter, cause you join as first player).
If the room can't be created (because it exists already), OnPhotonCreateRoomFailed gets called.
If you don't want to create a unique room-name, pass null or "" as name and the server will assign a roomName (a GUID as string).
Rooms can be created in any number of lobbies. Those don't have to exist before you create a room in them (they get
auto-created on demand). Lobbies can be useful to split room lists on the server-side already. That can help keep the room
lists short and manageable.
If you set a typedLobby parameter, the room will be created in that lobby (no matter if you are active in any).
If you don't set a typedLobby, the room is automatically placed in the currently active lobby (if any) or the
default-lobby.
Call this only on the master server.
Internally, the master will respond with a server-address (and roomName, if needed). Both are used internally
to switch to the assigned game server and roomName.
PhotonNetwork.autoCleanUpPlayerObjects will become this room's autoCleanUp property and that's used by all clients that join this room.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.CreateRoom (String) Method

Creates a room with given name but fails if this room(name) is existing already. Creates random name for roomName null.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) CreateRoom(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *roomName* ) | |

Parameters

roomName

|  |
| --- |
| Unique name of the room to create. |

Returns

If the operation got queued and will be sent.

Remarks

If you don't want to create a unique room-name, pass null or "" as name and the server will assign a roomName (a GUID as string).
The created room is automatically placed in the currently used lobby (if any) or the default-lobby if you didn't explicitly join one.
Call this only on the master server.
Internally, the master will respond with a server-address (and roomName, if needed). Both are used internally
to switch to the assigned game server and roomName.
PhotonNetwork.autoCleanUpPlayerObjects will become this room's AutoCleanUp property and that's used by all clients that join this room.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.CreateSettings Method

|  |  |
| --- | --- |
| C# |  |
| [Conditional("UNITY\_EDITOR")] public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CreateSettings() | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.Destroy (GameObject) Method

Network-Destroy the GameObject, unless it is static or not under this client's control.

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Destroy(  **GameObject** *targetGo* ) | |

Parameters

targetGo

|  |
| --- |
|  |

Returns

Nothing. Check error debug log for any issues.

Remarks

Destroying a networked GameObject includes:
- Removal of the Instantiate call from the server's room buffer.
- Removing RPCs buffered for PhotonViews that got created indirectly with the PhotonNetwork.Instantiate call.
- Sending a message to other clients to remove the GameObject also (affected by network lag).
Usually, when you leave a room, the GOs get destroyed automatically.
If you have to destroy a GO while not in a room, the Destroy is only done locally.
Destroying networked objects works only if they got created with PhotonNetwork.Instantiate().
Objects loaded with a scene are ignored, no matter if they have PhotonView components.
The GameObject must be under this client's control:
- Instantiated and owned by this client.
- Instantiated objects of players who left the room are controlled by the Master Client.
- Scene-owned game objects are controlled by the Master Client.
- GameObject can be destroyed while client is not in a room.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.Destroy (PhotonView) Method

Network-Destroy the GameObject associated with the PhotonView, unless the PhotonView is static or not under this client's control.

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Destroy(  [PhotonView](#topic_000000000000031B) *targetView* ) | |

Parameters

targetView

|  |
| --- |
|  |

Returns

Nothing. Check error debug log for any issues.

Remarks

Destroying a networked GameObject while in a Room includes:
- Removal of the Instantiate call from the server's room buffer.
- Removing RPCs buffered for PhotonViews that got created indirectly with the PhotonNetwork.Instantiate call.
- Sending a message to other clients to remove the GameObject also (affected by network lag).
Usually, when you leave a room, the GOs get destroyed automatically.
If you have to destroy a GO while not in a room, the Destroy is only done locally.
Destroying networked objects works only if they got created with PhotonNetwork.Instantiate().
Objects loaded with a scene are ignored, no matter if they have PhotonView components.
The GameObject must be under this client's control:
- Instantiated and owned by this client.
- Instantiated objects of players who left the room are controlled by the Master Client.
- Scene-owned game objects are controlled by the Master Client.
- GameObject can be destroyed while client is not in a room.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.DestroyAll Method

Network-Destroy all GameObjects, PhotonViews and their RPCs in the room. Removes anything buffered from the server. Can only be called by Master Client (for anyone).

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) DestroyAll() | |

Returns

Nothing. Check error debug log for any issues.

Remarks

Can only be called by Master Client (for anyone).
Unlike the Destroy methods, this will remove anything from the server's room buffer. If your game
buffers anything beyond Instantiate and RPC calls, that will be cleaned as well from server.
Destroying all includes:
- Remove anything from the server's room buffer (Instantiate, RPCs, anything buffered).
- Sending a message to other clients to destroy everything locally, too (affected by network lag).
Destroying networked objects works only if they got created with PhotonNetwork.Instantiate().
Objects loaded with a scene are ignored, no matter if they have PhotonView components.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.DestroyPlayerObjects (Int32) Method

Network-Destroy all GameObjects, PhotonViews and their RPCs of this player (by ID). Can only be called on local player (for "self") or Master Client (for anyone).

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) DestroyPlayerObjects(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *targetPlayerId* ) | |

Parameters

targetPlayerId

|  |
| --- |
|  |

Returns

Nothing. Check error debug log for any issues.

Remarks

Destroying a networked GameObject includes:
- Removal of the Instantiate call from the server's room buffer.
- Removing RPCs buffered for PhotonViews that got created indirectly with the PhotonNetwork.Instantiate call.
- Sending a message to other clients to remove the GameObject also (affected by network lag).
Destroying networked objects works only if they got created with PhotonNetwork.Instantiate().
Objects loaded with a scene are ignored, no matter if they have PhotonView components.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.DestroyPlayerObjects (PhotonPlayer) Method

Network-Destroy all GameObjects, PhotonViews and their RPCs of targetPlayer. Can only be called on local player (for "self") or Master Client (for anyone).

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) DestroyPlayerObjects(  [PhotonPlayer](#topic_00000000000002C9) *targetPlayer* ) | |

Parameters

targetPlayer

|  |
| --- |
|  |

Returns

Nothing. Check error debug log for any issues.

Remarks

Destroying a networked GameObject includes:
- Removal of the Instantiate call from the server's room buffer.
- Removing RPCs buffered for PhotonViews that got created indirectly with the PhotonNetwork.Instantiate call.
- Sending a message to other clients to remove the GameObject also (affected by network lag).
Destroying networked objects works only if they got created with PhotonNetwork.Instantiate().
Objects loaded with a scene are ignored, no matter if they have PhotonView components.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.Disconnect Method

Makes this client disconnect from the photon server, a process that leaves any room and calls OnDisconnectedFromPhoton on completion.

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Disconnect() | |

Remarks

When you disconnect, the client will send a "disconnecting" message to the server. This speeds up leave/disconnect
messages for players in the same room as you (otherwise the server would timeout this client's connection).
When used in offlineMode, the state-change and event-call OnDisconnectedFromPhoton are immediate.
Offline mode is set to false as well.
Once disconnected, the client can connect again. Use ConnectUsingSettings.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.EnterOfflineRoom Method

Internally used helper-method to setup an offline room, the numbers for actor and master-client and to do the callbacks.

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) EnterOfflineRoom(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *roomName*,  [RoomOptions](#topic_000000000000012D) *roomOptions*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *createdRoom* ) | |

Parameters

roomName

|  |
| --- |
|  |

roomOptions

|  |
| --- |
|  |

createdRoom

|  |
| --- |
|  |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.FetchServerTimestamp Method

Refreshes the server timestamp (async operation, takes a roundtrip).

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) FetchServerTimestamp() | |

Remarks

Can be useful if a bad connection made the timestamp unusable or imprecise.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.FindAssetPath Method

Finds the asset path base on its name or search query: https://docs.unity3d.com/ScriptReference/AssetDatabase.FindAssets.html

|  |  |
| --- | --- |
| C# |  |
| public static [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) FindAssetPath(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *asset* ) | |

Parameters

asset

|  |
| --- |
| Asset. |

Returns

The asset path.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.FindFriends Method

Requests the rooms and online status for a list of friends and saves the result in PhotonNetwork.Friends.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) FindFriends(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] *friendsToFind*,  [FindFriendsOptions](#topic_000000000000017F) *options* = null ) | |

Parameters

friendsToFind

|  |
| --- |
| Array of friend (make sure to use unique playerName or AuthValues). |

options

|  |
| --- |
| Options that affect the result of the FindFriends operation. |

Returns

If the operation could be sent (requires connection, only one request is allowed at any time). Always false in offline mode.

Remarks

Works only on Master Server to find the rooms played by a selected list of users.
The result will be stored in PhotonNetwork.Friends when available.
That list is initialized on first use of OpFindFriends (before that, it is null).
To refresh the list, call FindFriends again (in 5 seconds or 10 or 20).
Users identify themselves by setting a unique userId in the PhotonNetwork.AuthValues.
See remarks of AuthenticationValues for info about how this is set and used.
The list of friends must be fetched from some other source (not provided by Photon).
Internal:
The server response includes 2 arrays of info (each index matching a friend from the request):
ParameterCode.FindFriendsResponseOnlineList = bool[] of online states
ParameterCode.FindFriendsResponseRoomIdList = string[] of room names (empty string if not in a room)

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.FindGameObjectsWithComponent Method

Finds the GameObjects with Components of a specific type (using FindObjectsOfType).

|  |  |
| --- | --- |
| C# |  |
| public static [HashSet](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.hashset-1)<**GameObject**> FindGameObjectsWithComponent(  [Type](https://docs.microsoft.com/en-us/dotnet/api/system.type) *type* ) | |

Parameters

type

|  |
| --- |
| Type must be a Component |

Returns

HashSet with GameObjects that have a specific type of Component.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.FindPunAssetFolder Method

Finds the pun asset folder. Something like Assets/Photon Unity Networking/Resources/

|  |  |
| --- | --- |
| C# |  |
| public static [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) FindPunAssetFolder() | |

Returns

The pun asset folder.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.GetCustomRoomList Method

Fetches a custom list of games from the server, matching a SQL-like "where" clause, then triggers OnReceivedRoomListUpdate callback.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) GetCustomRoomList(  [TypedLobby](#topic_0000000000000157) *typedLobby*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *sqlLobbyFilter* ) | |

Parameters

typedLobby

|  |
| --- |
| The lobby to query. Has to be of type SqlLobby. |

sqlLobbyFilter

|  |
| --- |
| The sql query statement. |

Returns

If the operation could be sent (has to be connected).

Remarks

Operation is only available for lobbies of type SqlLobby. Note: You don't have to join that lobby.
This is an async request.
When done, OnReceivedRoomListUpdate gets called. Use GetRoomList() to access it.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.GetParent Method

Gets the parent directory of a path. Recursive Function, will return null if parentName not found

|  |  |
| --- | --- |
| C# |  |
| public static [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) GetParent(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *path*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *parentName* ) | |

Parameters

path

|  |
| --- |
| Path. |

parentName

|  |
| --- |
| Parent name. |

Returns

The parent directory

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.GetPing Method

The current roundtrip time to the photon server.

|  |  |
| --- | --- |
| C# |  |
| public static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) GetPing() | |

Returns

Roundtrip time (to server and back).

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.GetRoomList Method

Gets currently cached rooms of the last rooms list sent by the server as RoomInfo array.
This list is either available and updated automatically and periodically while in a lobby (check insideLobby) or
received as a response to PhotonNetwork.GetCustomRoomList().

|  |  |
| --- | --- |
| C# |  |
| public static [RoomInfo](#topic_000000000000036E)[] GetRoomList() | |

Returns

Cached RoomInfo[] of last room list sent by the server.

Remarks

This list is a cached copy of the internal rooms list so it can be accessed each frame if needed.
Per RoomInfo you can check if the room is full by comparing playerCount and MaxPlayers before you allow a join.
The name of a room must be used to join it (via JoinRoom).
Closed rooms are also listed by lobbies but they can't be joined. While in a room, any player can set
Room.visible and Room.open to hide rooms from matchmaking and close them.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.InitializeSecurity Method

**NOTE: This member is now obsolete.**

Used for compatibility with Unity networking only. Encryption is automatically initialized while connecting.

Used for compatibility with Unity networking only. Encryption is automatically initialized while connecting.

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Used for compatibility with Unity networking only. Encryption is automatically initialized while connecting.")] public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) InitializeSecurity() | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.Instantiate (String, Vector3, Quaternion, Byte) Method

Instantiate a prefab over the network. This prefab needs to be located in the root of a "Resources" folder.

|  |  |
| --- | --- |
| C# |  |
| public static **GameObject** Instantiate(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *prefabName*,  **Vector3** *position*,  **Quaternion** *rotation*,  [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) *group* ) | |

Parameters

prefabName

|  |
| --- |
| Name of the prefab to instantiate. |

position

|  |
| --- |
| Position Vector3 to apply on instantiation. |

rotation

|  |
| --- |
| Rotation Quaternion to apply on instantiation. |

group

|  |
| --- |
| The group for this PhotonView. |

Returns

The new instance of a GameObject with initialized PhotonView.

Remarks

Instead of using prefabs in the Resources folder, you can manually Instantiate and assign PhotonViews. See doc.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.Instantiate (String, Vector3, Quaternion, Byte, Object()) Method

Instantiate a prefab over the network. This prefab needs to be located in the root of a "Resources" folder.

|  |  |
| --- | --- |
| C# |  |
| public static **GameObject** Instantiate(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *prefabName*,  **Vector3** *position*,  **Quaternion** *rotation*,  [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) *group*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] *data* ) | |

Parameters

prefabName

|  |
| --- |
| Name of the prefab to instantiate. |

position

|  |
| --- |
| Position Vector3 to apply on instantiation. |

rotation

|  |
| --- |
| Rotation Quaternion to apply on instantiation. |

group

|  |
| --- |
| The group for this PhotonView. |

data

|  |
| --- |
| Optional instantiation data. This will be saved to it's PhotonView.instantiationData. |

Returns

The new instance of a GameObject with initialized PhotonView.

Remarks

Instead of using prefabs in the Resources folder, you can manually Instantiate and assign PhotonViews. See doc.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.InstantiateSceneObject Method

Instantiate a scene-owned prefab over the network. The PhotonViews will be controllable by the MasterClient. This prefab needs to be located in the root of a "Resources" folder.

|  |  |
| --- | --- |
| C# |  |
| public static **GameObject** InstantiateSceneObject(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *prefabName*,  **Vector3** *position*,  **Quaternion** *rotation*,  [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) *group*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] *data* ) | |

Parameters

prefabName

|  |
| --- |
| Name of the prefab to instantiate. |

position

|  |
| --- |
| Position Vector3 to apply on instantiation. |

rotation

|  |
| --- |
| Rotation Quaternion to apply on instantiation. |

group

|  |
| --- |
| The group for this PhotonView. |

data

|  |
| --- |
| Optional instantiation data. This will be saved to it's PhotonView.instantiationData. |

Returns

The new instance of a GameObject with initialized PhotonView.

Remarks

Only the master client can Instantiate scene objects.
Instead of using prefabs in the Resources folder, you can manually Instantiate and assign PhotonViews. See doc.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.InternalCleanPhotonMonoFromSceneIfStuck Method

Internally used by Editor scripts, called on Hierarchy change (includes scene save) to remove surplus hidden PhotonHandlers.

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) InternalCleanPhotonMonoFromSceneIfStuck() | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.JoinLobby Method

On MasterServer this joins the default lobby which list rooms currently in use.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) JoinLobby() | |

Remarks

The room list is sent and refreshed by the server. You can access this cached list by
PhotonNetwork.GetRoomList().
Per room you should check if it's full or not before joining. Photon also lists rooms that are
full, unless you close and hide them (room.open = false and room.visible = false).
In best case, you make your clients join random games, as described here:
https://doc.photonengine.com/en-us/pun/current/lobby-and-matchmaking/matchmaking-and-lobby
You can show your current players and room count without joining a lobby (but you must
be on the master server). Use: countOfPlayers, countOfPlayersOnMaster, countOfPlayersInRooms and
countOfRooms.
You can use more than one lobby to keep the room lists shorter. See JoinLobby(TypedLobby lobby).
When creating new rooms, they will be "attached" to the currently used lobby or the default lobby.
You can use JoinRandomRoom without being in a lobby!
Set autoJoinLobby = false before you connect, to not join a lobby. In that case, the
connect-workflow will call OnConnectedToMaster (if you implement it) when it's done.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.JoinLobby (TypedLobby) Method

On a Master Server you can join a lobby to get lists of available rooms.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) JoinLobby(  [TypedLobby](#topic_0000000000000157) *typedLobby* ) | |

Parameters

typedLobby

|  |
| --- |
| A typed lobby to join (must have name and type). |

Remarks

The room list is sent and refreshed by the server. You can access this cached list by
PhotonNetwork.GetRoomList().
Any client can "make up" any lobby on the fly. Splitting rooms into multiple lobbies will
keep each list shorter. However, having too many lists might ruin the matchmaking experience.
In best case, you create a limited number of lobbies. For example, create a lobby per
game-mode: "koth" for king of the hill and "ffa" for free for all, etc.
There is no listing of lobbies at the moment.
Sql-typed lobbies offer a different filtering model for random matchmaking. This might be more
suited for skillbased-games. However, you will also need to follow the conventions for naming
filterable properties in sql-lobbies! Both is explained in the matchmaking doc linked below.
In best case, you make your clients join random games, as described here:
http://confluence.exitgames.com/display/PTN/Op+JoinRandomGame
Per room you should check if it's full or not before joining. Photon does list rooms that are
full, unless you close and hide them (room.open = false and room.visible = false).
You can show your games current players and room count without joining a lobby (but you must
be on the master server). Use: countOfPlayers, countOfPlayersOnMaster, countOfPlayersInRooms and
countOfRooms.
When creating new rooms, they will be "attached" to the currently used lobby or the default lobby.
You can use JoinRandomRoom without being in a lobby!
Set autoJoinLobby = false before you connect, to not join a lobby. In that case, the
connect-workflow will call OnConnectedToMaster (if you implement it) when it's done.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.JoinOrCreateRoom (String, RoomOptions, TypedLobby) Method

Lets you either join a named room or create it on the fly - you don't have to know if someone created the room already.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) JoinOrCreateRoom(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *roomName*,  [RoomOptions](#topic_000000000000012D) *roomOptions*,  [TypedLobby](#topic_0000000000000157) *typedLobby* ) | |

Parameters

roomName

|  |
| --- |
| Name of the room to join. Must be non null. |

roomOptions

|  |
| --- |
| Options for the room, in case it does not exist yet. Else these values are ignored. |

typedLobby

|  |
| --- |
| Lobby you want a new room to be listed in. Ignored if the room was existing and got joined. |

Returns

If the operation got queued and will be sent.

Remarks

This makes it easier for groups of players to get into the same room. Once the group
exchanged a roomName, any player can call JoinOrCreateRoom and it doesn't matter who
actually joins or creates the room.
The parameters roomOptions and typedLobby are only used when the room actually gets created by this client.
You know if this client created a room, if you get a callback OnCreatedRoom (before OnJoinedRoom gets called as well).

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.JoinOrCreateRoom (String, RoomOptions, TypedLobby, String()) Method

Lets you either join a named room or create it on the fly - you don't have to know if someone created the room already.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) JoinOrCreateRoom(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *roomName*,  [RoomOptions](#topic_000000000000012D) *roomOptions*,  [TypedLobby](#topic_0000000000000157) *typedLobby*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] *expectedUsers* ) | |

Parameters

roomName

|  |
| --- |
| Name of the room to join. Must be non null. |

roomOptions

|  |
| --- |
| Options for the room, in case it does not exist yet. Else these values are ignored. |

typedLobby

|  |
| --- |
| Lobby you want a new room to be listed in. Ignored if the room was existing and got joined. |

expectedUsers

|  |
| --- |
| Optional list of users (by UserId) who are expected to join this game and who you want to block a slot for. |

Returns

If the operation got queued and will be sent.

Remarks

This makes it easier for groups of players to get into the same room. Once the group
exchanged a roomName, any player can call JoinOrCreateRoom and it doesn't matter who
actually joins or creates the room.
The parameters roomOptions and typedLobby are only used when the room actually gets created by this client.
You know if this client created a room, if you get a callback OnCreatedRoom (before OnJoinedRoom gets called as well).
You can define an array of expectedUsers, to block player slots in the room for these users.
The corresponding feature in Photon is called "Slot Reservation" and can be found in the doc pages.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.JoinRandomRoom (Hashtable, Byte, MatchmakingMode, TypedLobby, String, String()) Method

Attempts to join an open room with fitting, custom properties but fails if none is currently available.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) JoinRandomRoom(  **Hashtable** *expectedCustomRoomProperties*,  [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) *expectedMaxPlayers*,  [MatchmakingMode](#topic_0000000000000113) *matchingType*,  [TypedLobby](#topic_0000000000000157) *typedLobby*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *sqlLobbyFilter*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] *expectedUsers* = null ) | |

Parameters

expectedCustomRoomProperties

|  |
| --- |
| Filters for rooms that match these custom properties (string keys and values). To ignore, pass null. |

expectedMaxPlayers

|  |
| --- |
| Filters for a particular maxplayer setting. Use 0 to accept any maxPlayer value. |

matchingType

|  |
| --- |
| Selects one of the available matchmaking algorithms. See MatchmakingMode enum for options. |

typedLobby

|  |
| --- |
| The lobby in which you want to lookup a room. Pass null, to use the default lobby. This does not join that lobby and neither sets the lobby property. |

sqlLobbyFilter

|  |
| --- |
| A filter-string for SQL-typed lobbies. |

expectedUsers

|  |
| --- |
| Optional list of users (by UserId) who are expected to join this game and who you want to block a slot for. |

Returns

If the operation got queued and will be sent.

Remarks

Rooms can be created in arbitrary lobbies which get created on demand.
You can join rooms from any lobby without actually joining the lobby with this overload.
This method will only match rooms attached to one lobby! If you use many lobbies, you
might have to repeat JoinRandomRoom, to find some fitting room.
This method looks up a room in the specified lobby or the currently active lobby (if none specified)
or in the default lobby (if none active).
If this fails, you can still create a room (and make this available for the next who uses JoinRandomRoom).
Alternatively, try again in a moment.
In offlineMode, a room will be created but no properties will be set and all parameters of this
JoinRandomRoom call are ignored. The event/callback OnJoinedRoom gets called (see enum PhotonNetworkingMessage).
You can define an array of expectedUsers, to block player slots in the room for these users.
The corresponding feature in Photon is called "Slot Reservation" and can be found in the doc pages.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.JoinRandomRoom Method

Joins any available room of the currently used lobby and fails if none is available.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) JoinRandomRoom() | |

Remarks

Rooms can be created in arbitrary lobbies which get created on demand.
You can join rooms from any lobby without actually joining the lobby.
Use the JoinRandomRoom overload with TypedLobby parameter.
This method will only match rooms attached to one lobby! If you use many lobbies, you
might have to repeat JoinRandomRoom, to find some fitting room.
This method looks up a room in the currently active lobby or (if no lobby is joined)
in the default lobby.
If this fails, you can still create a room (and make this available for the next who uses JoinRandomRoom).
Alternatively, try again in a moment.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.JoinRandomRoom (Hashtable, Byte) Method

Attempts to join an open room with fitting, custom properties but fails if none is currently available.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) JoinRandomRoom(  **Hashtable** *expectedCustomRoomProperties*,  [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) *expectedMaxPlayers* ) | |

Parameters

expectedCustomRoomProperties

|  |
| --- |
| Filters for rooms that match these custom properties (string keys and values). To ignore, pass null. |

expectedMaxPlayers

|  |
| --- |
| Filters for a particular maxplayer setting. Use 0 to accept any maxPlayer value. |

Returns

If the operation got queued and will be sent.

Remarks

Rooms can be created in arbitrary lobbies which get created on demand.
You can join rooms from any lobby without actually joining the lobby.
Use the JoinRandomRoom overload with TypedLobby parameter.
This method will only match rooms attached to one lobby! If you use many lobbies, you
might have to repeat JoinRandomRoom, to find some fitting room.
This method looks up a room in the currently active lobby or (if no lobby is joined)
in the default lobby.
If this fails, you can still create a room (and make this available for the next who uses JoinRandomRoom).
Alternatively, try again in a moment.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.JoinRoom (String, String()) Method

Join room by roomname and on success calls OnJoinedRoom(). This is not affected by lobbies.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) JoinRoom(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *roomName*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] *expectedUsers* ) | |

Parameters

roomName

|  |
| --- |
| Unique name of the room to join. |

expectedUsers

|  |
| --- |
| Optional list of users (by UserId) who are expected to join this game and who you want to block a slot for. |

Returns

If the operation got queued and will be sent.

Remarks

On success, the method OnJoinedRoom() is called on any script. You can implement it to react to joining a room.
JoinRoom fails if the room is either full or no longer available (it might become empty while you attempt to join).
Implement OnPhotonJoinRoomFailed() to get a callback in error case.
To join a room from the lobby's listing, use RoomInfo.Name as roomName here.
Despite using multiple lobbies, a roomName is always "global" for your application and so you don't
have to specify which lobby it's in. The Master Server will find the room.
In the Photon Cloud, an application is defined by AppId, Game- and PUN-version.
You can define an array of expectedUsers, to block player slots in the room for these users.
The corresponding feature in Photon is called "Slot Reservation" and can be found in the doc pages.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.JoinRoom (String) Method

Join room by roomname and on success calls OnJoinedRoom(). This is not affected by lobbies.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) JoinRoom(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *roomName* ) | |

Parameters

roomName

|  |
| --- |
| Unique name of the room to join. |

Returns

If the operation got queued and will be sent.

Remarks

On success, the method OnJoinedRoom() is called on any script. You can implement it to react to joining a room.
JoinRoom fails if the room is either full or no longer available (it might become empty while you attempt to join).
Implement OnPhotonJoinRoomFailed() to get a callback in error case.
To join a room from the lobby's listing, use RoomInfo.Name as roomName here.
Despite using multiple lobbies, a roomName is always "global" for your application and so you don't
have to specify which lobby it's in. The Master Server will find the room.
In the Photon Cloud, an application is defined by AppId, Game- and PUN-version.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.LeaveLobby Method

Leave a lobby to stop getting updates about available rooms.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) LeaveLobby() | |

Remarks

This does not reset PhotonNetwork.lobby! This allows you to join this particular lobby later
easily.
The values countOfPlayers, countOfPlayersOnMaster, countOfPlayersInRooms and countOfRooms
are received even without being in a lobby.
You can use JoinRandomRoom without being in a lobby.
Use autoJoinLobby to not join a lobby when you connect.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.LeaveRoom Method

Leave the current room and return to the Master Server where you can join or create rooms (see remarks).

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) LeaveRoom(  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *becomeInactive* = true ) | |

Parameters

becomeInactive

|  |
| --- |
| If this client becomes inactive in a room with playerTTL < 0. Defaults to true. |

Remarks

This will clean up all (network) GameObjects with a PhotonView, unless you changed autoCleanUp to false.
Returns to the Master Server.
In OfflineMode, the local "fake" room gets cleaned up and OnLeftRoom gets called immediately.
In a room with playerTTL < 0, LeaveRoom just turns a client inactive. The player stays in the room's player list
and can return later on. Setting becomeInactive to false deliberately, means to "abandon" the room, despite the
playerTTL allowing you to come back.
In a room with playerTTL == 0, become inactive has no effect (clients are removed from the room right away).

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.LoadLevel (Int32) Method

Wraps loading a level to pause the network message-queue. Optionally syncs the loaded level in a room.

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) LoadLevel(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *levelNumber* ) | |

Parameters

levelNumber

|  |
| --- |
| Number of the level to load. When using level numbers, make sure they are identical on all clients. |

Remarks

To sync the loaded level in a room, set PhotonNetwork.automaticallySyncScene to true.
The Master Client of a room will then sync the loaded level with every other player in the room.
While loading levels, it makes sense to not dispatch messages received by other players.
This method takes care of that by setting PhotonNetwork.isMessageQueueRunning = false and enabling
the queue when the level was loaded.
You should make sure you don't fire RPCs before you load another scene (which doesn't contain
the same GameObjects and PhotonViews). You can call this in OnJoinedRoom.
This uses Application.LoadLevel in Unity version not yet featuring the SceneManager API.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.LoadLevel (String) Method

Wraps loading a level to pause the network message-queue. Optionally syncs the loaded level in a room.

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) LoadLevel(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *levelName* ) | |

Parameters

levelName

|  |
| --- |
| Name of the level to load. Make sure it's available to all clients in the same room. |

Remarks

While loading levels, it makes sense to not dispatch messages received by other players.
This method takes care of that by setting PhotonNetwork.isMessageQueueRunning = false and enabling
the queue when the level was loaded.
To sync the loaded level in a room, set PhotonNetwork.automaticallySyncScene to true.
The Master Client of a room will then sync the loaded level with every other player in the room.
You should make sure you don't fire RPCs before you load another scene (which doesn't contain
the same GameObjects and PhotonViews). You can call this in OnJoinedRoom.
This uses Application.LoadLevel in Unity version not yet featuring the SceneManager API.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.LoadLevelAsync (Int32) Method

Wraps single asynchronous loading of a level to pause the network message-queue. Optionally syncs the loaded level in a room.

|  |  |
| --- | --- |
| C# |  |
| public static **AsyncOperation** LoadLevelAsync(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *levelNumber* ) | |

Parameters

levelNumber

|  |
| --- |
| Number of the level to load. When using level numbers, make sure they are identical on all clients. |

Returns

The async operation.

Remarks

To sync the loaded level in a room, set PhotonNetwork.automaticallySyncScene to true.
The Master Client of a room will then sync the loaded level with every other player in the room.
While loading levels, it makes sense to not dispatch messages received by other players.
This method takes care of that by setting PhotonNetwork.isMessageQueueRunning = false and enabling
the queue when the level was loaded.
You should make sure you don't fire RPCs before you load another scene (which doesn't contain
the same GameObjects and PhotonViews). You can call this in OnJoinedRoom.
This uses Application.LoadLevel in Unity version not yet featuring the SceneManager API.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.LoadLevelAsync (String) Method

Wraps single asynchronous loading of a level to pause the network message-queue. Optionally syncs the loaded level in a room.

|  |  |
| --- | --- |
| C# |  |
| public static **AsyncOperation** LoadLevelAsync(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *levelName* ) | |

Parameters

levelName

|  |
| --- |
| Name of the level to load. Make sure it's available to all clients in the same room. |

Returns

The async operation.

Remarks

While loading levels, it makes sense to not dispatch messages received by other players.
This method takes care of that by setting PhotonNetwork.isMessageQueueRunning = false and enabling
the queue when the level was loaded.
To sync the loaded level in a room, set PhotonNetwork.automaticallySyncScene to true.
The Master Client of a room will then sync the loaded level with every other player in the room.
You should make sure you don't fire RPCs before you load another scene (which doesn't contain
the same GameObjects and PhotonViews). You can call this in OnJoinedRoom.
This uses Application.LoadLevel in Unity version not yet featuring the SceneManager API.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.NetworkStatisticsReset Method

Resets the traffic stats and re-enables them.

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) NetworkStatisticsReset() | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.NetworkStatisticsToString Method

Only available when NetworkStatisticsEnabled was used to gather some stats.

|  |  |
| --- | --- |
| C# |  |
| public static [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) NetworkStatisticsToString() | |

Returns

A string with vital networking statistics.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.OverrideBestCloudServer Method

Overwrites the region that is used for ConnectToBestCloudServer(string gameVersion).

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OverrideBestCloudServer(  [CloudRegionCode](#topic_000000000000002B) *region* ) | |

Parameters

region

|  |
| --- |
|  |

Remarks

This will overwrite the result of pinging all cloud servers.  
Use this to allow your users to save a manually selected region in the player preferences.  
Note: You can also use PhotonNetwork.ConnectToRegion to (temporarily) connect to a specific region.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.RaiseEvent Method

Sends fully customizable events in a room. Events consist of at least an EventCode (0..199) and can have content.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) RaiseEvent(  [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) *eventCode*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *eventContent*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *sendReliable*,  [RaiseEventOptions](#topic_0000000000000149) *options* ) | |

Parameters

eventCode

|  |
| --- |
| A byte identifying the type of event. You might want to use a code per action or to signal which content can be expected. Allowed: 0..199. |

eventContent

|  |
| --- |
| Some serializable object like string, byte, integer, float (etc) and arrays of those. Hashtables with byte keys are good to send variable content. |

sendReliable

|  |
| --- |
| Makes sure this event reaches all players. It gets acknowledged, which requires bandwidth and it can't be skipped (might add lag in case of loss). |

options

|  |
| --- |
| Allows more complex usage of events. If null, RaiseEventOptions.Default will be used (which is fine). |

Returns

False if event could not be sent

Remarks

To receive the events someone sends, register your handling method in PhotonNetwork.OnEventCall.
Example:
private void OnEventHandler(byte eventCode, object content, int senderId)
{ Debug.Log("OnEventHandler"); }
PhotonNetwork.OnEventCall += this.OnEventHandler;
With the senderId, you can look up the PhotonPlayer who sent the event.
It is best practice to assign a eventCode for each different type of content and action. You have to cast the content.
The eventContent is optional. To be able to send something, it must be a "serializable type", something that
the client can turn into a byte[] basically. Most basic types and arrays of them are supported, including
Unity's Vector2, Vector3, Quaternion. Transforms or classes some project defines are NOT supported!
You can make your own class a "serializable type" by following the example in CustomTypes.cs.
The RaiseEventOptions have some (less intuitive) combination rules:
If you set targetActors (an array of PhotonPlayer.ID values), the receivers parameter gets ignored.
When using event caching, the targetActors, receivers and interestGroup can't be used. Buffered events go to all.
When using cachingOption removeFromRoomCache, the eventCode and content are actually not sent but used as filter.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.ReJoinRoom Method

Can be used to return to a room after a disconnect and reconnect.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ReJoinRoom(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *roomName* ) | |

Parameters

roomName

|  |
| --- |
|  |

Remarks

After losing connection, you might be able to return to a room and continue playing,
if the client is reconnecting fast enough. Use Reconnect() and this method.
Cache the room name you're in and use ReJoin(roomname) to return to a game.
Note: To be able to ReJoin any room, you need to use UserIDs!
You also need to set RoomOptions.PlayerTtl.
**Important: Instantiate() and use of RPCs is not yet supported.**
The ownership rules of PhotonViews prevent a seamless return to a game.
Use Custom Properties and RaiseEvent with event caching instead.
Common use case: Press the Lock Button on a iOS device and you get disconnected immediately.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.Reconnect Method

Can be used to reconnect to the master server after a disconnect.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Reconnect() | |

Remarks

After losing connection, you can use this to connect a client to the region Master Server again.
Cache the room name you're in and use ReJoin(roomname) to return to a game.
Common use case: Press the Lock Button on a iOS device and you get disconnected immediately.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.ReconnectAndRejoin Method

When the client lost connection during gameplay, this method attempts to reconnect and rejoin the room.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ReconnectAndRejoin() | |

Returns

False, if there is no known room or game server to return to. Then, this client does not attempt the ReconnectAndRejoin.

Remarks

This method re-connects directly to the game server which was hosting the room PUN was in before.
If the room was shut down in the meantime, PUN will call OnPhotonJoinRoomFailed and return this client to the Master Server.
Check the return value, if this client will attempt a reconnect and rejoin (if the conditions are met).
If ReconnectAndRejoin returns false, you can still attempt a Reconnect and ReJoin.
Similar to PhotonNetwork.ReJoin, this requires you to use unique IDs per player (the UserID).

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.RefreshCloudServerRating Method

Pings all cloud servers again to find the one with best ping (currently).

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RefreshCloudServerRating() | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.RemovePlayerCustomProperties Method

Locally removes Custom Properties of "this" player. Important: This does not synchronize the change! Useful when you switch rooms.

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RemovePlayerCustomProperties(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] *customPropertiesToDelete* ) | |

Parameters

customPropertiesToDelete

|  |
| --- |
| List of Custom Property keys to remove. See remarks. |

Remarks

Use this method with care. It can create inconsistencies of state between players!
This only changes the player.customProperties locally. This can be useful to clear your
Custom Properties between games (let's say they store which turn you made, kills, etc).
SetPlayerCustomProperties() syncs and can be used to set values to null while in a room.
That can be considered "removed" while in a room.
If customPropertiesToDelete is null or has 0 entries, all Custom Properties are deleted (replaced with a new Hashtable).
If you specify keys to remove, those will be removed from the Hashtable but other keys are unaffected.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.RemoveRPCs (PhotonPlayer) Method

Remove all buffered RPCs from server that were sent by targetPlayer. Can only be called on local player (for "self") or Master Client (for anyone).

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RemoveRPCs(  [PhotonPlayer](#topic_00000000000002C9) *targetPlayer* ) | |

Parameters

targetPlayer

|  |
| --- |
| This player's buffered RPCs get removed from server buffer. |

Remarks

This method requires either:
- This is the targetPlayer's client.
- This client is the Master Client (can remove any PhotonPlayer's RPCs).
If the targetPlayer calls RPCs at the same time that this is called,
network lag will determine if those get buffered or cleared like the rest.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.RemoveRPCs (PhotonView) Method

Remove all buffered RPCs from server that were sent via targetPhotonView. The Master Client and the owner of the targetPhotonView may call this.

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RemoveRPCs(  [PhotonView](#topic_000000000000031B) *targetPhotonView* ) | |

Parameters

targetPhotonView

|  |
| --- |
| RPCs buffered for this PhotonView get removed from server buffer. |

Remarks

This method requires either:
- The targetPhotonView is owned by this client (Instantiated by it).
- This client is the Master Client (can remove any PhotonView's RPCs).

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.RemoveRPCsInGroup Method

Remove all buffered RPCs from server that were sent in the targetGroup, if this is the Master Client or if this controls the individual PhotonView.

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RemoveRPCsInGroup(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *targetGroup* ) | |

Parameters

targetGroup

|  |
| --- |
| Interest group that gets all RPCs removed. |

Remarks

This method requires either:
- This client is the Master Client (can remove any RPCs per group).
- Any other client: each PhotonView is checked if it is under this client's control. Only those RPCs are removed.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.SendOutgoingCommands Method

Can be used to immediately send the RPCs and Instantiates just called, so they are on their way to the other players.

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SendOutgoingCommands() | |

Remarks

This could be useful if you do a RPC to load a level and then load it yourself.
While loading, no RPCs are sent to others, so this would delay the "load" RPC.
You can send the RPC to "others", use this method, disable the message queue
(by isMessageQueueRunning) and then load.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.SetInterestGroups (Byte(), Byte()) Method

Enable/disable receiving on given Interest Groups (applied to PhotonViews).

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetInterestGroups(  [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte)[] *disableGroups*,  [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte)[] *enableGroups* ) | |

Parameters

disableGroups

|  |
| --- |
| The interest groups to disable (or null). |

enableGroups

|  |
| --- |
| The interest groups to enable (or null). |

Remarks

A client can tell the server which Interest Groups it's interested in.
The server will only forward events for those Interest Groups to that client (saving bandwidth and performance).
See: https://doc.photonengine.com/en-us/pun/current/gameplay/interestgroups
See: https://doc.photonengine.com/en-us/pun/current/demos-and-tutorials/package-demos/culling-demo

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.SetInterestGroups (Byte, Boolean) Method

Enable/disable receiving events from a given Interest Group.

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetInterestGroups(  [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) *group*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *enabled* ) | |

Parameters

group

|  |
| --- |
| The interest group to affect. |

enabled

|  |
| --- |
| Sets if receiving from group to enabled (or not). |

Remarks

A client can tell the server which Interest Groups it's interested in.
The server will only forward events for those Interest Groups to that client (saving bandwidth and performance).
See: https://doc.photonengine.com/en-us/pun/current/gameplay/interestgroups
See: https://doc.photonengine.com/en-us/pun/current/demos-and-tutorials/package-demos/culling-demo

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.SetLevelPrefix Method

Sets level prefix for PhotonViews instantiated later on. Don't set it if you need only one!

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetLevelPrefix(  [short](https://docs.microsoft.com/en-us/dotnet/api/system.int16) *prefix* ) | |

Parameters

prefix

|  |
| --- |
| Max value is short.MaxValue = 32767 |

Remarks

Important: If you don't use multiple level prefixes, simply don't set this value. The
default value is optimized out of the traffic.
This won't affect existing PhotonViews (they can't be changed yet for existing PhotonViews).
Messages sent with a different level prefix will be received but not executed. This affects
RPCs, Instantiates and synchronization.
Be aware that PUN never resets this value, you'll have to do so yourself.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.SetMasterClient Method

Asks the server to assign another player as Master Client of your current room.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) SetMasterClient(  [PhotonPlayer](#topic_00000000000002C9) *masterClientPlayer* ) | |

Parameters

masterClientPlayer

|  |
| --- |
| The player to become the next Master Client. |

Returns

False when this operation couldn't be done. Must be in a room (not in offlineMode).

Remarks

RPCs and RaiseEvent have the option to send messages only to the Master Client of a room.
SetMasterClient affects which client gets those messages.
This method calls an operation on the server to set a new Master Client, which takes a roundtrip.
In case of success, this client and the others get the new Master Client from the server.
SetMasterClient tells the server which current Master Client should be replaced with the new one.
It will fail, if anything switches the Master Client moments earlier. There is no callback for this
error. All clients should get the new Master Client assigned by the server anyways.
See also: PhotonNetwork.masterClient
On v3 servers:
The ReceiverGroup.MasterClient (usable in RPCs) is not affected by this (still points to lowest player.ID in room).
Avoid using this enum value (and send to a specific player instead).
If the current Master Client leaves, PUN will detect a new one by "lowest player ID". Implement OnMasterClientSwitched
to get a callback in this case. The PUN-selected Master Client might assign a new one.
Make sure you don't create an endless loop of Master-assigning! When selecting a custom Master Client, all clients
should point to the same player, no matter who actually assigns this player.
Locally the Master Client is immediately switched, while remote clients get an event. This means the game
is tempoarily without Master Client like when a current Master Client leaves.
When switching the Master Client manually, keep in mind that this user might leave and not do it's work, just like
any Master Client.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.SetPlayerCustomProperties Method

Sets this (local) player's properties and synchronizes them to the other players (don't modify them directly).

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetPlayerCustomProperties(  **Hashtable** *customProperties* ) | |

Parameters

customProperties

|  |
| --- |
| Only string-typed keys will be used from this hashtable. If null, custom properties are all deleted. |

Remarks

While in a room, your properties are synced with the other players.
CreateRoom, JoinRoom and JoinRandomRoom will all apply your player's custom properties when you enter the room.
The whole Hashtable will get sent. Minimize the traffic by setting only updated key/values.
If the Hashtable is null, the custom properties will be cleared.
Custom properties are never cleared automatically, so they carry over to the next room, if you don't change them.
Don't set properties by modifying PhotonNetwork.player.customProperties!

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.SetReceivingEnabled (Int32, Boolean) Method

**NOTE: This member is now obsolete.**

Use SetInterestGroups(byte group, bool enabled) instead.

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Use SetInterestGroups(byte group, bool enabled) instead.")] public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetReceivingEnabled(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *group*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *enabled* ) | |

Parameters

group

|  |
| --- |
|  |

enabled

|  |
| --- |
|  |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.SetReceivingEnabled (Int32(), Int32()) Method

**NOTE: This member is now obsolete.**

Use SetInterestGroups(byte[] disableGroups, byte[] enableGroups) instead. Mind the parameter order!

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Use SetInterestGroups(byte[] disableGroups, byte[] enableGroups) instead. Mind the parameter order!")] public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetReceivingEnabled(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32)[] *enableGroups*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32)[] *disableGroups* ) | |

Parameters

enableGroups

|  |
| --- |
|  |

disableGroups

|  |
| --- |
|  |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.SetSendingEnabled (Int32(), Int32()) Method

**NOTE: This member is now obsolete.**

Use SetSendingEnabled(byte group, bool enabled). Interest Groups have a byte-typed ID. Mind the parameter order.

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Use SetSendingEnabled(byte group, bool enabled). Interest Groups have a byte-typed ID. Mind the parameter order.")] public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetSendingEnabled(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32)[] *enableGroups*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32)[] *disableGroups* ) | |

Parameters

enableGroups

|  |
| --- |
|  |

disableGroups

|  |
| --- |
|  |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.SetSendingEnabled (Byte, Boolean) Method

Enable/disable sending on given group (applied to PhotonViews)

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetSendingEnabled(  [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) *group*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *enabled* ) | |

Parameters

group

|  |
| --- |
| The interest group to affect. |

enabled

|  |
| --- |
| Sets if sending to group is enabled (or not). |

Remarks

This does not interact with the Photon server-side.
It's just a client-side setting to suppress updates, should they be sent to one of the blocked groups.
This setting is not particularly useful, as it means that updates literally never reach the server or anyone else.
Use with care.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.SetSendingEnabled (Int32, Boolean) Method

**NOTE: This member is now obsolete.**

Use SetSendingEnabled(byte group, bool enabled). Interest Groups have a byte-typed ID. Mind the parameter order.

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Use SetSendingEnabled(byte group, bool enabled). Interest Groups have a byte-typed ID. Mind the parameter order.")] public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetSendingEnabled(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *group*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *enabled* ) | |

Parameters

group

|  |
| --- |
|  |

enabled

|  |
| --- |
|  |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.SetSendingEnabled (Byte(), Byte()) Method

Enable/disable sending on given groups (applied to PhotonViews)

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetSendingEnabled(  [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte)[] *disableGroups*,  [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte)[] *enableGroups* ) | |

Parameters

disableGroups

|  |
| --- |
|  |

enableGroups

|  |
| --- |
|  |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.SwitchToProtocol Method

While offline, the network protocol can be switched (which affects the ports you can use to connect).

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SwitchToProtocol(  **ConnectionProtocol** *cp* ) | |

Parameters

cp

|  |
| --- |
|  |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.UnAllocateViewID Method

Unregister a viewID (of manually instantiated and destroyed networked objects).

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UnAllocateViewID(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *viewID* ) | |

Parameters

viewID

|  |
| --- |
| A viewID manually allocated by this player. |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.VerifyCanUseNetwork Method

Helper function which is called inside this class to erify if certain functions can be used (e.g. RPC when not connected)

|  |  |
| --- | --- |
| C# |  |
| private static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) VerifyCanUseNetwork() | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonNetwork.WebRpc Method

This operation makes Photon call your custom web-service by name (path) with the given parameters.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) WebRpc(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *name*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *parameters* ) | |

Parameters

name

|  |
| --- |
|  |

parameters

|  |
| --- |
|  |

Remarks

This is a server-side feature which must be setup in the Photon Cloud Dashboard prior to use.
**https://com/en-us/pun/current/gameplay/web-extensions/webrpc**
The Parameters will be converted into JSon format, so make sure your parameters are compatible.
See PhotonNetworkingMessage.OnWebRpcResponse on how to get a response.
It's important to understand that the OperationResponse only tells if the WebRPC could be called.
The content of the response contains any values your web-service sent and the error/success code.
In case the web-service failed, an error code and a debug message are usually inside the
OperationResponse.
The class WebRpcResponse is a helper-class that extracts the most valuable content from the WebRPC
response.

Example

Example callback implementation:
public void OnWebRpcResponse(OperationResponse response)
{
WebRpcResponse webResponse = new WebRpcResponse(operationResponse);
if (webResponse.ReturnCode != 0) { //...
}
switch (webResponse.Name) { //...
}
// and so on
}

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

OnEventCall Event

Register your RaiseEvent handling methods here by using "+=".

|  |  |
| --- | --- |
| C# |  |
| public event [EventCallback](#topic_000000000000026B) OnEventCall | |

Remarks

Any eventCode < 200 will be forwarded to your delegate(s).

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

EventCallback Delegate

Defines the delegate usable in OnEventCall.

|  |  |
| --- | --- |
| C# |  |
| public delegate [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) EventCallback(  [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) *eventCode*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *content*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *senderId* ) | |

Parameters

eventCode

|  |
| --- |
| The code assigend to the incoming event. |

content

|  |
| --- |
| The content the sender put into the event. |

senderId

|  |
| --- |
| The ID of the player who sent the event. It might be 0, if the "room" sent the event. |

Remarks

Any eventCode < 200 will be forwarded to your delegate(s).

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

BackgroundTimeout Field

Defines how many seconds PUN keeps the connection, after Unity's OnApplicationPause(true) call. Default: 60 seconds.

|  |  |
| --- | --- |
| C# |  |
| public static [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) BackgroundTimeout | |

Remarks

It's best practice to disconnect inactive apps/connections after a while but to also allow users to take calls, etc..
We think a reasonable backgroung timeout is 60 seconds.
To handle the timeout, implement: OnDisconnectedFromPhoton(), as usual.
Your application will "notice" the background disconnect when it becomes active again (running the Update() loop).
If you need to separate this case from others, you need to track if the app was in the background
(there is no special callback by PUN).
A value below 0.1 seconds will disable this timeout (careful: connections can be kept indefinitely).
Info:
PUN is running a "fallback thread" to send ACKs to the server, even when Unity is not calling Update() regularly.
This helps keeping the connection while loading scenes and assets and when the app is in the background.
Note:
Some platforms (e.g. iOS) don't allow to keep a connection while the app is in background.
In those cases, this value does not change anything, the app immediately loses connection in background.
Unity's OnApplicationPause() callback is broken in some exports (Android) of some Unity versions.
Make sure OnApplicationPause() gets the callbacks you'd expect on the platform you target!
Check PhotonHandler.OnApplicationPause(bool pause), to see the implementation.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

InstantiateInRoomOnly Field

If true, Instantiate methods will check if you are in a room and fail if you are not.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) InstantiateInRoomOnly | |

Remarks

Instantiating anything outside of a specific room is very likely to break things.
Turn this off only if you know what you do.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

MAX\_VIEW\_IDS Field

The maximum number of assigned PhotonViews *per player* (or scene). See the [General Documentation](@ref general) topic "Limitations" on how to raise this limitation.

|  |  |
| --- | --- |
| C# |  |
| public static readonly [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) MAX\_VIEW\_IDS | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonServerSettings Field

Serialized server settings, written by the Setup Wizard for use in ConnectUsingSettings.

|  |  |
| --- | --- |
| C# |  |
| public static [ServerSettings](#topic_000000000000038D) PhotonServerSettings | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PrefabCache Field

Keeps references to GameObjects for frequent instantiation (out of memory instead of loading the Resources).

|  |  |
| --- | --- |
| C# |  |
| new public static [Dictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.dictionary-2)<[string](https://docs.microsoft.com/en-us/dotnet/api/system.string), **GameObject**> PrefabCache | |

Remarks

You should be able to modify the cache anytime you like, except while Instantiate is used. Best do it only in the main-Thread.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

SendMonoMessageTargetType Field

Defines which classes can contain PUN Callback implementations.

|  |  |
| --- | --- |
| C# |  |
| public static [Type](https://docs.microsoft.com/en-us/dotnet/api/system.type) SendMonoMessageTargetType | |

Remarks

This provides the option to optimize your runtime for speed.  
The more specific this Type is, the fewer classes will be checked with reflection for callback methods.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

SendMonoMessageTargets Field

If not null, this is the (exclusive) list of GameObjects that get called by PUN SendMonoMessage().

|  |  |
| --- | --- |
| C# |  |
| public static [HashSet](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.hashset-1)<**GameObject**> SendMonoMessageTargets | |

Remarks

For all callbacks defined in PhotonNetworkingMessage, PUN will use SendMonoMessage and
call FindObjectsOfType() to find all scripts and GameObjects that might want a callback by PUN.
PUN callbacks are not very frequent (in-game, property updates are most frequent) but
FindObjectsOfType is time consuming and with a large number of GameObjects, performance might
suffer.
Optionally, SendMonoMessageTargets can be used to supply a list of target GameObjects. This
skips the FindObjectsOfType() but any GameObject that needs callbacks will have to Add itself
to this list.
If null, the default behaviour is to do a SendMessage on each GameObject with a MonoBehaviour.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

StartRpcsAsCoroutine Field

Can be used to skip starting RPCs as Coroutine, which can be a performance issue.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) StartRpcsAsCoroutine | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

UsePrefabCache Field

While enabled (true), Instantiate uses PhotonNetwork.PrefabCache to keep game objects in memory (improving instantiation of the same prefab).

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) UsePrefabCache | |

Remarks

Setting UsePrefabCache to false during runtime will not clear PrefabCache but will ignore it right away.
You could clean and modify the cache yourself. Read its comments.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

UseRpcMonoBehaviourCache Field

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) UseRpcMonoBehaviourCache | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

\_mAutomaticallySyncScene Field

|  |  |
| --- | --- |
| C# |  |
| private static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) \_mAutomaticallySyncScene | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

isOfflineMode Field

|  |  |
| --- | --- |
| C# |  |
| private static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isOfflineMode | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

logLevel Field

Network log level. Controls how verbose PUN is.

|  |  |
| --- | --- |
| C# |  |
| public static [PhotonLogLevel](#topic_000000000000001F) logLevel | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

m\_autoCleanUpPlayerObjects Field

|  |  |
| --- | --- |
| C# |  |
| private static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_autoCleanUpPlayerObjects | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

m\_isMessageQueueRunning Field

Backup for property isMessageQueueRunning.

|  |  |
| --- | --- |
| C# |  |
| private static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_isMessageQueueRunning | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

maxConnections Field

**NOTE: This member is now obsolete.**

Used for compatibility with Unity networking only.

Only used in Unity Networking. In PUN, set the number of players in PhotonNetwork.CreateRoom.

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Used for compatibility with Unity networking only.")] public static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) maxConnections | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

offlineModeRoom Field

|  |  |
| --- | --- |
| C# |  |
| private static [Room](#topic_0000000000000355) offlineModeRoom | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

precisionForFloatSynchronization Field

The minimum difference between floats before we send it via a PhotonView's OnSerialize/ObservingComponent.

|  |  |
| --- | --- |
| C# |  |
| public static [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) precisionForFloatSynchronization | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

precisionForQuaternionSynchronization Field

The minimum angle that a rotation needs to change before we send it via a PhotonView's OnSerialize/ObservingComponent.

|  |  |
| --- | --- |
| C# |  |
| public static [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) precisionForQuaternionSynchronization | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

precisionForVectorSynchronization Field

The minimum difference that a Vector2 or Vector3(e.g. a transforms rotation) needs to change before we send it via a PhotonView's OnSerialize/ObservingComponent.

|  |  |
| --- | --- |
| C# |  |
| public static [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) precisionForVectorSynchronization | |

Remarks

Note that this is the sqrMagnitude. E.g. to send only after a 0.01 change on the Y-axix, we use 0.01f\*0.01f=0.0001f. As a remedy against float inaccuracy we use 0.000099f instead of 0.0001f.

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

sendInterval Field

|  |  |
| --- | --- |
| C# |  |
| private static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) sendInterval | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

sendIntervalOnSerialize Field

|  |  |
| --- | --- |
| C# |  |
| private static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) sendIntervalOnSerialize | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

startupStopwatch Field

|  |  |
| --- | --- |
| C# |  |
| private static [Stopwatch](https://docs.microsoft.com/en-us/dotnet/api/system.diagnostics.stopwatch) startupStopwatch | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

versionPUN Field

Version number of PUN. Also used in GameVersion to separate client version from each other.

|  |  |
| --- | --- |
| C# |  |
| public const [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) versionPUN = @"1.105" | |

See Also

Applies to: [PhotonNetwork](#topic_0000000000000223)

PhotonPingManager Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**PhotonPingManager**

|  |  |
| --- | --- |
| C# |  |
| public class PhotonPingManager | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[BestRegion](#topic_0000000000000350), [Done](#topic_0000000000000351)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [PingSocket](#topic_0000000000000353), [ResolveHost](#topic_0000000000000354), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[Attempts](#topic_000000000000034C), [IgnoreInitialAttempt](#topic_000000000000034D), [MaxMilliseconsPerPing](#topic_000000000000034E), [PingsRunning](#topic_0000000000000352), [UseNative](#topic_000000000000034B), [wssProtocolString](#topic_000000000000034F)

PhotonPingManager.BestRegion Property

|  |  |
| --- | --- |
| C# |  |
| public [Region](#topic_0000000000000384) BestRegion {get;} | |

See Also

Applies to: [PhotonPingManager](#topic_000000000000034A)

PhotonPingManager.Done Property

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Done {get;} | |

See Also

Applies to: [PhotonPingManager](#topic_000000000000034A)

PhotonPingManager.PingSocket Method

|  |  |
| --- | --- |
| C# |  |
| public [IEnumerator](https://docs.microsoft.com/en-us/dotnet/api/system.collections.ienumerator) PingSocket(  [Region](#topic_0000000000000384) *region* ) | |

Parameters

region

|  |
| --- |
|  |

Remarks

Affected by frame-rate of app, as this Coroutine checks the socket for a result once per frame.

See Also

Applies to: [PhotonPingManager](#topic_000000000000034A)

PhotonPingManager.ResolveHost Method

Attempts to resolve a hostname into an IP string or returns empty string if that fails.

|  |  |
| --- | --- |
| C# |  |
| public static [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ResolveHost(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *hostName* ) | |

Parameters

hostName

|  |
| --- |
|  |

See Also

Applies to: [PhotonPingManager](#topic_000000000000034A)

Attempts Field

|  |  |
| --- | --- |
| C# |  |
| public static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) Attempts | |

See Also

Applies to: [PhotonPingManager](#topic_000000000000034A)

IgnoreInitialAttempt Field

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IgnoreInitialAttempt | |

See Also

Applies to: [PhotonPingManager](#topic_000000000000034A)

MaxMilliseconsPerPing Field

|  |  |
| --- | --- |
| C# |  |
| public static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) MaxMilliseconsPerPing | |

See Also

Applies to: [PhotonPingManager](#topic_000000000000034A)

PingsRunning Field

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) PingsRunning | |

See Also

Applies to: [PhotonPingManager](#topic_000000000000034A)

UseNative Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) UseNative | |

See Also

Applies to: [PhotonPingManager](#topic_000000000000034A)

wssProtocolString Field

|  |  |
| --- | --- |
| C# |  |
| private const [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) wssProtocolString = @"wss://" | |

See Also

Applies to: [PhotonPingManager](#topic_000000000000034A)

PhotonPlayer Class

Summarizes a "player" within a room, identified (in that room) by actorID.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**PhotonPlayer**

|  |  |
| --- | --- |
| C# |  |
| public class PhotonPlayer : [IComparable](https://docs.microsoft.com/en-us/dotnet/api/system.icomparable-1)<[PhotonPlayer](#topic_00000000000002C9)>,  [IComparable](https://docs.microsoft.com/en-us/dotnet/api/system.icomparable-1)<[int](https://docs.microsoft.com/en-us/dotnet/api/system.int32)>,  [IEquatable](https://docs.microsoft.com/en-us/dotnet/api/system.iequatable-1)<[PhotonPlayer](#topic_00000000000002C9)>,  [IEquatable](https://docs.microsoft.com/en-us/dotnet/api/system.iequatable-1)<[int](https://docs.microsoft.com/en-us/dotnet/api/system.int32)> | |

Remarks

Each player has an actorId (or ID), valid for that room. It's -1 until it's assigned by server.
Each client can set it's player's custom properties with SetCustomProperties, even before being in a room.
They are synced when joining a room.

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[AllProperties](#topic_00000000000002D3), [CustomProperties](#topic_00000000000002D2), [ID](#topic_00000000000002CA), [IsInactive](#topic_00000000000002D1), [IsMasterClient](#topic_00000000000002D0), [NickName](#topic_00000000000002CD), [UserId](#topic_00000000000002CE), [allProperties](#topic_00000000000002EA), [customProperties](#topic_00000000000002E9), [isInactive](#topic_00000000000002E8), [isLocal](#topic_00000000000002E6), [isMasterClient](#topic_00000000000002E7), [name](#topic_00000000000002E4), [userId](#topic_00000000000002E5)

Methods

[CompareTo](#topic_00000000000002DE), [Equals](#topic_00000000000002D6), [Find](#topic_00000000000002D9), [Get](#topic_00000000000002DA), [GetHashCode](#topic_00000000000002D7), [GetNext](#topic_00000000000002DB), [GetNextFor](#topic_00000000000002DC), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [SetCustomProperties](#topic_00000000000002D8), [ToString](#topic_00000000000002E2), [ToStringFull](#topic_00000000000002E3)

Fields

[IsLocal](#topic_00000000000002CF), [TagObject](#topic_00000000000002D4), [actorID](#topic_00000000000002CB), [nameField](#topic_00000000000002CC)

PhotonPlayer Constructor

Creates a PhotonPlayer instance.

|  |  |
| --- | --- |
| C# |  |
| public PhotonPlayer(  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *isLocal*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *actorID*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *name* ) | |

Parameters

isLocal

|  |
| --- |
| If this is the local peer's player (or a remote one). |

actorID

|  |
| --- |
| ID or ActorNumber of this player in the current room (a shortcut to identify each player in room) |

name

|  |
| --- |
| Name of the player (a "well known property"). |

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonPlayer.AllProperties Property

Creates a Hashtable with all properties (custom and "well known" ones).

|  |  |
| --- | --- |
| C# |  |
| public **Hashtable** AllProperties {get;} | |

Remarks

If used more often, this should be cached.

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonPlayer.CustomProperties Property

Read-only cache for custom properties of player. Set via PhotonPlayer.SetCustomProperties.

|  |  |
| --- | --- |
| C# |  |
| public **Hashtable** CustomProperties {get;} | |

Remarks

Don't modify the content of this Hashtable. Use SetCustomProperties and the
properties of this class to modify values. When you use those, the client will
sync values with the server.

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonPlayer.ID Property

This player's actorID

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) ID {get;} | |

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonPlayer.IsInactive Property

Players might be inactive in a room when PlayerTTL for a room is > 0. If true, the player is not getting events from this room (now) but can return later.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsInactive {get; set;} | |

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonPlayer.IsMasterClient Property

True if this player is the Master Client of the current room.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsMasterClient {get;} | |

Remarks

See also: PhotonNetwork.masterClient.

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonPlayer.NickName Property

Nickname of this player.

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) NickName {get; set;} | |

Remarks

Set the PhotonNetwork.playerName to make the name synchronized in a room.

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonPlayer.UserId Property

UserId of the player, available when the room got created with RoomOptions.PublishUserId = true.

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) UserId {get;} | |

Remarks

Useful for PhotonNetwork.FindFriends and blocking slots in a room for expected players (e.g. in PhotonNetwork.CreateRoom).

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonPlayer.allProperties Property

**NOTE: This member is now obsolete.**

Please use AllProperties (updated case for naming).

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Please use AllProperties (updated case for naming).")] public **Hashtable** allProperties {get;} | |

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonPlayer.customProperties Property

**NOTE: This member is now obsolete.**

Please use CustomProperties (updated case for naming).

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Please use CustomProperties (updated case for naming).")] public **Hashtable** customProperties {get;} | |

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonPlayer.isInactive Property

**NOTE: This member is now obsolete.**

Please use IsInactive (updated case for naming).

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Please use IsInactive (updated case for naming).")] public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isInactive {get; set;} | |

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonPlayer.isLocal Property

**NOTE: This member is now obsolete.**

Please use IsLocal (updated case for naming).

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Please use IsLocal (updated case for naming).")] public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isLocal {get;} | |

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonPlayer.isMasterClient Property

**NOTE: This member is now obsolete.**

Please use IsMasterClient (updated case for naming).

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Please use IsMasterClient (updated case for naming).")] public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isMasterClient {get;} | |

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonPlayer.name Property

**NOTE: This member is now obsolete.**

Please use NickName (updated case for naming).

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Please use NickName (updated case for naming).")] public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) name {get; set;} | |

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonPlayer.userId Property

**NOTE: This member is now obsolete.**

Please use UserId (updated case for naming).

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Please use UserId (updated case for naming).")] public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) userId {get;} | |

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonPlayer.CompareTo (Int32) Method

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) CompareTo(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *other* ) | |

Parameters

other

|  |
| --- |
|  |

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonPlayer.CompareTo (PhotonPlayer) Method

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) CompareTo(  [PhotonPlayer](#topic_00000000000002C9) *other* ) | |

Parameters

other

|  |
| --- |
|  |

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonPlayer.Equals (Int32) Method

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Equals(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *other* ) | |

Parameters

other

|  |
| --- |
|  |

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonPlayer.Equals (Object) Method

Makes PhotonPlayer comparable

|  |  |
| --- | --- |
| C# |  |
| public override [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Equals(  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *p* ) | |

Parameters

p

|  |
| --- |
|  |

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonPlayer.Equals (PhotonPlayer) Method

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Equals(  [PhotonPlayer](#topic_00000000000002C9) *other* ) | |

Parameters

other

|  |
| --- |
|  |

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonPlayer.Find Method

Try to get a specific player by id.

|  |  |
| --- | --- |
| C# |  |
| public static [PhotonPlayer](#topic_00000000000002C9) Find(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *ID* ) | |

Parameters

ID

|  |
| --- |
| ActorID |

Returns

The player with matching actorID or null, if the actorID is not in use.

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonPlayer.Get Method

|  |  |
| --- | --- |
| C# |  |
| public [PhotonPlayer](#topic_00000000000002C9) Get(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *id* ) | |

Parameters

id

|  |
| --- |
|  |

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonPlayer.GetHashCode Method

|  |  |
| --- | --- |
| C# |  |
| public override [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) GetHashCode() | |

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonPlayer.GetNext Method

|  |  |
| --- | --- |
| C# |  |
| public [PhotonPlayer](#topic_00000000000002C9) GetNext() | |

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonPlayer.GetNextFor (Int32) Method

|  |  |
| --- | --- |
| C# |  |
| public [PhotonPlayer](#topic_00000000000002C9) GetNextFor(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *currentPlayerId* ) | |

Parameters

currentPlayerId

|  |
| --- |
|  |

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonPlayer.GetNextFor (PhotonPlayer) Method

|  |  |
| --- | --- |
| C# |  |
| public [PhotonPlayer](#topic_00000000000002C9) GetNextFor(  [PhotonPlayer](#topic_00000000000002C9) *currentPlayer* ) | |

Parameters

currentPlayer

|  |
| --- |
|  |

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonPlayer.SetCustomProperties Method

Updates the this player's Custom Properties with new/updated key-values.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetCustomProperties(  **Hashtable** *propertiesToSet*,  **Hashtable** *expectedValues* = null,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *webForward* = false ) | |

Parameters

propertiesToSet

|  |
| --- |
| The new properties to be set. |

expectedValues

|  |
| --- |
| At least one property key/value set to check server-side. Key and value must be correct. Ignored in OfflineMode. |

webForward

|  |
| --- |
| Set to true, to forward the set properties to a WebHook, defined for this app (in Dashboard). Ignored in OfflineMode. |

Remarks

Custom Properties are a key-value set (Hashtable) which is available to all players in a room.
They can relate to the room or individual players and are useful when only the current value
of something is of interest. For example: The map of a room.
All keys must be strings.
The Room and the PhotonPlayer class both have SetCustomProperties methods.
Also, both classes offer access to current key-values by: customProperties.
Always use SetCustomProperties to change values.
To reduce network traffic, set only values that actually changed.
New properties are added, existing values are updated.
Other values will not be changed, so only provide values that changed or are new.
To delete a named (custom) property of this room, use null as value.
Locally, SetCustomProperties will update it's cache without delay.
Other clients are updated through Photon (the server) with a fitting operation.
**Check and Swap**
SetCustomProperties have the option to do a server-side Check-And-Swap (CAS):
Values only get updated if the expected values are correct.
The expectedValues can be different key/values than the propertiesToSet. So you can
check some key and set another key's value (if the check succeeds).
If the client's knowledge of properties is wrong or outdated, it can't set values with CAS.
This can be useful to keep players from concurrently setting values. For example: If all players
try to pickup some card or item, only one should get it. With CAS, only the first SetProperties
gets executed server-side and any other (sent at the same time) fails.
The server will broadcast successfully changed values and the local "cache" of customProperties
only gets updated after a roundtrip (if anything changed).
You can do a "webForward": Photon will send the changed properties to a WebHook defined
for your application.
**OfflineMode**
While PhotonNetwork.offlineMode is true, the expectedValues and webForward parameters are ignored.
In OfflineMode, the local customProperties values are immediately updated (without the roundtrip).

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonPlayer.ToString Method

Brief summary string of the PhotonPlayer. Includes name or player.ID and if it's the Master Client.

|  |  |
| --- | --- |
| C# |  |
| public override [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ToString() | |

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonPlayer.ToStringFull Method

String summary of the PhotonPlayer: player.ID, name and all custom properties of this user.

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ToStringFull() | |

Remarks

Use with care and not every frame!
Converts the customProperties to a String on every single call.

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

IsLocal Field

Only one player is controlled by each client. Others are not local.

|  |  |
| --- | --- |
| C# |  |
| public readonly [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsLocal | |

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

TagObject Field

Can be used to store a reference that's useful to know "by player".

|  |  |
| --- | --- |
| C# |  |
| public [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) TagObject | |

Remarks

Example: Set a player's character as Tag by assigning the GameObject on Instantiate.

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

actorID Field

Identifier of this player in current room.

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) actorID | |

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

nameField Field

|  |  |
| --- | --- |
| C# |  |
| private [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) nameField | |

See Also

Applies to: [PhotonPlayer](#topic_00000000000002C9)

PhotonRigidbody2DView Class

This class helps you to synchronize the velocities of a 2d physics RigidBody.
Note that only the velocities are synchronized and because Unitys physics
engine is not deterministic (ie. the results aren't always the same on all
computers) - the actual positions of the objects may go out of sync. If you
want to have the position of this object the same on all clients, you should
also add a PhotonTransformView to synchronize the position.
Simply add the component to your GameObject and make sure that
the PhotonRigidbody2DView is added to the list of observed components

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**PhotonRigidbody2DView**

|  |  |
| --- | --- |
| C# |  |
| [RequireComponent(typeof(PhotonView))] [RequireComponent(typeof(Rigidbody2D))] [AddComponentMenu("Photon Networking/Photon Rigidbody 2D View")] public class PhotonRigidbody2DView : **MonoBehaviour**,  [IPunObservable](#topic_00000000000001AC) | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[Awake](#topic_00000000000003DF), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnPhotonSerializeView](#topic_00000000000003E0), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[m\_Body](#topic_00000000000003DE), [m\_SynchronizeAngularVelocity](#topic_00000000000003DD), [m\_SynchronizeVelocity](#topic_00000000000003DC)

PhotonRigidbody2DView.Awake Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Awake() | |

See Also

Applies to: [PhotonRigidbody2DView](#topic_00000000000003DB)

PhotonRigidbody2DView.OnPhotonSerializeView Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonSerializeView(  [PhotonStream](#topic_00000000000001F8) *stream*,  [PhotonMessageInfo](#topic_00000000000001F1) *info* ) | |

Parameters

stream

|  |
| --- |
|  |

info

|  |
| --- |
|  |

See Also

Applies to: [PhotonRigidbody2DView](#topic_00000000000003DB)

m\_Body Field

|  |  |
| --- | --- |
| C# |  |
| private **Rigidbody2D** m\_Body | |

See Also

Applies to: [PhotonRigidbody2DView](#topic_00000000000003DB)

m\_SynchronizeAngularVelocity Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_SynchronizeAngularVelocity | |

See Also

Applies to: [PhotonRigidbody2DView](#topic_00000000000003DB)

m\_SynchronizeVelocity Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_SynchronizeVelocity | |

See Also

Applies to: [PhotonRigidbody2DView](#topic_00000000000003DB)

PhotonRigidbodyView Class

This class helps you to synchronize the velocities of a physics RigidBody.
Note that only the velocities are synchronized and because Unitys physics
engine is not deterministic (ie. the results aren't always the same on all
computers) - the actual positions of the objects may go out of sync. If you
want to have the position of this object the same on all clients, you should
also add a PhotonTransformView to synchronize the position.
Simply add the component to your GameObject and make sure that
the PhotonRigidbodyView is added to the list of observed components

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**PhotonRigidbodyView**

|  |  |
| --- | --- |
| C# |  |
| [RequireComponent(typeof(PhotonView))] [RequireComponent(typeof(Rigidbody))] [AddComponentMenu("Photon Networking/Photon Rigidbody View")] public class PhotonRigidbodyView : **MonoBehaviour**,  [IPunObservable](#topic_00000000000001AC) | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[Awake](#topic_00000000000003E5), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnPhotonSerializeView](#topic_00000000000003E6), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[m\_Body](#topic_00000000000003E4), [m\_SynchronizeAngularVelocity](#topic_00000000000003E3), [m\_SynchronizeVelocity](#topic_00000000000003E2)

PhotonRigidbodyView.Awake Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Awake() | |

See Also

Applies to: [PhotonRigidbodyView](#topic_00000000000003E1)

PhotonRigidbodyView.OnPhotonSerializeView Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonSerializeView(  [PhotonStream](#topic_00000000000001F8) *stream*,  [PhotonMessageInfo](#topic_00000000000001F1) *info* ) | |

Parameters

stream

|  |
| --- |
|  |

info

|  |
| --- |
|  |

See Also

Applies to: [PhotonRigidbodyView](#topic_00000000000003E1)

m\_Body Field

|  |  |
| --- | --- |
| C# |  |
| private **Rigidbody** m\_Body | |

See Also

Applies to: [PhotonRigidbodyView](#topic_00000000000003E1)

m\_SynchronizeAngularVelocity Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_SynchronizeAngularVelocity | |

See Also

Applies to: [PhotonRigidbodyView](#topic_00000000000003E1)

m\_SynchronizeVelocity Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_SynchronizeVelocity | |

See Also

Applies to: [PhotonRigidbodyView](#topic_00000000000003E1)

PhotonStatsGui Class

Basic GUI to show traffic and health statistics of the connection to Photon,
toggled by shift+tab.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**PhotonStatsGui**

|  |  |
| --- | --- |
| C# |  |
| public class PhotonStatsGui : **MonoBehaviour** | |

Remarks

The shown health values can help identify problems with connection losses or performance.
Example:
If the time delta between two consecutive SendOutgoingCommands calls is a second or more,
chances rise for a disconnect being caused by this (because acknowledgements to the server
need to be sent in due time).

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnGUI](#topic_00000000000002F5), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [Start](#topic_00000000000002F3), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TrafficStatsWindow](#topic_00000000000002F6), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [Update](#topic_00000000000002F4)

Fields

[WindowId](#topic_00000000000002F2), [buttonsOn](#topic_00000000000002F0), [healthStatsVisible](#topic_00000000000002EE), [statsOn](#topic_00000000000002ED), [statsRect](#topic_00000000000002F1), [statsWindowOn](#topic_00000000000002EC), [trafficStatsOn](#topic_00000000000002EF)

PhotonStatsGui.OnGUI Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnGUI() | |

See Also

Applies to: [PhotonStatsGui](#topic_00000000000002EB)

PhotonStatsGui.Start Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [PhotonStatsGui](#topic_00000000000002EB)

PhotonStatsGui.TrafficStatsWindow Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) TrafficStatsWindow(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *windowID* ) | |

Parameters

windowID

|  |
| --- |
|  |

See Also

Applies to: [PhotonStatsGui](#topic_00000000000002EB)

PhotonStatsGui.Update Method

Checks for shift+tab input combination (to toggle statsOn).

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [PhotonStatsGui](#topic_00000000000002EB)

WindowId Field

Unity GUI Window ID (must be unique or will cause issues).

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) WindowId | |

See Also

Applies to: [PhotonStatsGui](#topic_00000000000002EB)

buttonsOn Field

Show buttons to control stats and reset them.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) buttonsOn | |

See Also

Applies to: [PhotonStatsGui](#topic_00000000000002EB)

healthStatsVisible Field

Shows additional "health" values of connection.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) healthStatsVisible | |

See Also

Applies to: [PhotonStatsGui](#topic_00000000000002EB)

statsOn Field

Option to turn collecting stats on or off (used in Update()).

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) statsOn | |

See Also

Applies to: [PhotonStatsGui](#topic_00000000000002EB)

statsRect Field

Positioning rect for window.

|  |  |
| --- | --- |
| C# |  |
| new public **Rect** statsRect | |

See Also

Applies to: [PhotonStatsGui](#topic_00000000000002EB)

statsWindowOn Field

Shows or hides GUI (does not affect if stats are collected).

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) statsWindowOn | |

See Also

Applies to: [PhotonStatsGui](#topic_00000000000002EB)

trafficStatsOn Field

Shows additional "lower level" traffic stats.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) trafficStatsOn | |

See Also

Applies to: [PhotonStatsGui](#topic_00000000000002EB)

PhotonStream Class

This container is used in OnPhotonSerializeView() to either provide incoming data of a PhotonView or for you to provide it.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**PhotonStream**

|  |  |
| --- | --- |
| C# |  |
| public class PhotonStream | |

Remarks

The isWriting property will be true if this client is the "owner" of the PhotonView (and thus the GameObject).
Add data to the stream and it's sent via the server to the other players in a room.
On the receiving side, isWriting is false and the data should be read.
Send as few data as possible to keep connection quality up. An empty PhotonStream will not be sent.
Use either Serialize() for reading and writing or SendNext() and ReceiveNext(). The latter two are just explicit read and
write methods but do about the same work as Serialize(). It's a matter of preference which methods you use.

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[Count](#topic_0000000000000200), [isReading](#topic_00000000000001FF), [isWriting](#topic_00000000000001FE)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [PeekNext](#topic_0000000000000202), [ReceiveNext](#topic_0000000000000201), [SendNext](#topic_0000000000000203), [Serialize](#topic_0000000000000205), [SetReadStream](#topic_00000000000001FD), [ToArray](#topic_0000000000000204), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[readData](#topic_00000000000001FB), [write](#topic_00000000000001F9), [writeData](#topic_00000000000001FA)

See Also

[PhotonNetworkingMessage](#topic_0000000000000000)

PhotonStream Constructor

Creates a stream and initializes it. Used by PUN internally.

|  |  |
| --- | --- |
| C# |  |
| public PhotonStream(  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *write*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] *incomingData* ) | |

Parameters

write

|  |
| --- |
|  |

incomingData

|  |
| --- |
|  |

See Also

Applies to: [PhotonStream](#topic_00000000000001F8)

PhotonStream.Count Property

Count of items in the stream.

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) Count {get;} | |

See Also

Applies to: [PhotonStream](#topic_00000000000001F8)

PhotonStream.isReading Property

If true, this client should read data send by another client.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isReading {get;} | |

See Also

Applies to: [PhotonStream](#topic_00000000000001F8)

PhotonStream.isWriting Property

If true, this client should add data to the stream to send it.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isWriting {get;} | |

See Also

Applies to: [PhotonStream](#topic_00000000000001F8)

PhotonStream.PeekNext Method

Read next piece of data from the stream without advancing the "current" item.

|  |  |
| --- | --- |
| C# |  |
| public [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) PeekNext() | |

See Also

Applies to: [PhotonStream](#topic_00000000000001F8)

PhotonStream.ReceiveNext Method

Read next piece of data from the stream when isReading is true.

|  |  |
| --- | --- |
| C# |  |
| public [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) ReceiveNext() | |

See Also

Applies to: [PhotonStream](#topic_00000000000001F8)

PhotonStream.SendNext Method

Add another piece of data to send it when isWriting is true.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SendNext(  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *obj* ) | |

Parameters

obj

|  |
| --- |
|  |

See Also

Applies to: [PhotonStream](#topic_00000000000001F8)

PhotonStream.Serialize (ref Boolean) Method

Will read or write the value, depending on the stream's isWriting value.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Serialize(  ref [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *myBool* ) | |

Parameters

myBool

|  |
| --- |
|  |

See Also

Applies to: [PhotonStream](#topic_00000000000001F8)

PhotonStream.Serialize (ref String) Method

Will read or write the value, depending on the stream's isWriting value.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Serialize(  ref [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *value* ) | |

Parameters

value

|  |
| --- |
|  |

See Also

Applies to: [PhotonStream](#topic_00000000000001F8)

PhotonStream.Serialize (ref PhotonPlayer) Method

Will read or write the value, depending on the stream's isWriting value.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Serialize(  ref [PhotonPlayer](#topic_00000000000002C9) *obj* ) | |

Parameters

obj

|  |
| --- |
|  |

See Also

Applies to: [PhotonStream](#topic_00000000000001F8)

PhotonStream.Serialize (ref Int16) Method

Will read or write the value, depending on the stream's isWriting value.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Serialize(  ref [short](https://docs.microsoft.com/en-us/dotnet/api/system.int16) *value* ) | |

Parameters

value

|  |
| --- |
|  |

See Also

Applies to: [PhotonStream](#topic_00000000000001F8)

PhotonStream.Serialize (ref Single) Method

Will read or write the value, depending on the stream's isWriting value.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Serialize(  ref [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *obj* ) | |

Parameters

obj

|  |
| --- |
|  |

See Also

Applies to: [PhotonStream](#topic_00000000000001F8)

PhotonStream.Serialize (ref Vector3) Method

Will read or write the value, depending on the stream's isWriting value.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Serialize(  ref **Vector3** *obj* ) | |

Parameters

obj

|  |
| --- |
|  |

See Also

Applies to: [PhotonStream](#topic_00000000000001F8)

PhotonStream.Serialize (ref Vector2) Method

Will read or write the value, depending on the stream's isWriting value.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Serialize(  ref **Vector2** *obj* ) | |

Parameters

obj

|  |
| --- |
|  |

See Also

Applies to: [PhotonStream](#topic_00000000000001F8)

PhotonStream.Serialize (ref Quaternion) Method

Will read or write the value, depending on the stream's isWriting value.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Serialize(  ref **Quaternion** *obj* ) | |

Parameters

obj

|  |
| --- |
|  |

See Also

Applies to: [PhotonStream](#topic_00000000000001F8)

PhotonStream.Serialize (ref Char) Method

Will read or write the value, depending on the stream's isWriting value.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Serialize(  ref [char](https://docs.microsoft.com/en-us/dotnet/api/system.char) *value* ) | |

Parameters

value

|  |
| --- |
|  |

See Also

Applies to: [PhotonStream](#topic_00000000000001F8)

PhotonStream.Serialize (ref Int32) Method

Will read or write the value, depending on the stream's isWriting value.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Serialize(  ref [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *myInt* ) | |

Parameters

myInt

|  |
| --- |
|  |

See Also

Applies to: [PhotonStream](#topic_00000000000001F8)

PhotonStream.SetReadStream Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetReadStream(  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] *incomingData*,  [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) *pos* = 0 ) | |

Parameters

incomingData

|  |
| --- |
|  |

pos

|  |
| --- |
|  |

See Also

Applies to: [PhotonStream](#topic_00000000000001F8)

PhotonStream.ToArray Method

Turns the stream into a new object[].

|  |  |
| --- | --- |
| C# |  |
| public [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] ToArray() | |

See Also

Applies to: [PhotonStream](#topic_00000000000001F8)

readData Field

|  |  |
| --- | --- |
| C# |  |
| private [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] readData | |

See Also

Applies to: [PhotonStream](#topic_00000000000001F8)

write Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) write | |

See Also

Applies to: [PhotonStream](#topic_00000000000001F8)

writeData Field

|  |  |
| --- | --- |
| C# |  |
| private [Queue](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.queue-1)<[object](https://docs.microsoft.com/en-us/dotnet/api/system.object)> writeData | |

See Also

Applies to: [PhotonStream](#topic_00000000000001F8)

PhotonStreamQueue Class

The PhotonStreamQueue helps you poll object states at higher frequencies then what
PhotonNetwork.sendRate dictates and then sends all those states at once when
Serialize() is called.
On the receiving end you can call Deserialize() and then the stream will roll out
the received object states in the same order and timeStep they were recorded in.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**PhotonStreamQueue**

|  |  |
| --- | --- |
| C# |  |
| public class PhotonStreamQueue | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[BeginWritePackage](#topic_0000000000000301), [Deserialize](#topic_0000000000000307), [Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [HasQueuedObjects](#topic_0000000000000304), [ReceiveNext](#topic_0000000000000305), [Reset](#topic_0000000000000302), [SendNext](#topic_0000000000000303), [Serialize](#topic_0000000000000306), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[m\_IsWriting](#topic_00000000000002FF), [m\_LastFrameCount](#topic_00000000000002FC), [m\_LastSampleTime](#topic_00000000000002FB), [m\_NextObjectIndex](#topic_00000000000002FD), [m\_Objects](#topic_00000000000002FE), [m\_ObjectsPerSample](#topic_00000000000002FA), [m\_SampleCount](#topic_00000000000002F9), [m\_SampleRate](#topic_00000000000002F8)

PhotonStreamQueue Constructor

Initializes a new instance of the [PhotonStreamQueue](#topic_00000000000002F7) class.

|  |  |
| --- | --- |
| C# |  |
| public PhotonStreamQueue(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *sampleRate* ) | |

Parameters

sampleRate

|  |
| --- |
| How many times per second should the object states be sampled |

See Also

Applies to: [PhotonStreamQueue](#topic_00000000000002F7)

PhotonStreamQueue.BeginWritePackage Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) BeginWritePackage() | |

See Also

Applies to: [PhotonStreamQueue](#topic_00000000000002F7)

PhotonStreamQueue.Deserialize Method

Deserializes the specified stream. Call this in your OnPhotonSerializeView method to receive the whole recorded stream.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Deserialize(  [PhotonStream](#topic_00000000000001F8) *stream* ) | |

Parameters

stream

|  |
| --- |
| The PhotonStream you receive as a parameter in OnPhotonSerializeView |

See Also

Applies to: [PhotonStreamQueue](#topic_00000000000002F7)

PhotonStreamQueue.HasQueuedObjects Method

Determines whether the queue has stored any objects

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) HasQueuedObjects() | |

See Also

Applies to: [PhotonStreamQueue](#topic_00000000000002F7)

PhotonStreamQueue.ReceiveNext Method

Receives the next object from the queue. This works just like PhotonStream.ReceiveNext

|  |  |
| --- | --- |
| C# |  |
| public [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) ReceiveNext() | |

See Also

Applies to: [PhotonStreamQueue](#topic_00000000000002F7)

PhotonStreamQueue.Reset Method

Resets the PhotonStreamQueue. You need to do this whenever the amount of objects you are observing changes

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Reset() | |

See Also

Applies to: [PhotonStreamQueue](#topic_00000000000002F7)

PhotonStreamQueue.SendNext Method

Adds the next object to the queue. This works just like PhotonStream.SendNext

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SendNext(  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *obj* ) | |

Parameters

obj

|  |
| --- |
| The object you want to add to the queue |

See Also

Applies to: [PhotonStreamQueue](#topic_00000000000002F7)

PhotonStreamQueue.Serialize Method

Serializes the specified stream. Call this in your OnPhotonSerializeView method to send the whole recorded stream.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Serialize(  [PhotonStream](#topic_00000000000001F8) *stream* ) | |

Parameters

stream

|  |
| --- |
| The PhotonStream you receive as a parameter in OnPhotonSerializeView |

See Also

Applies to: [PhotonStreamQueue](#topic_00000000000002F7)

m\_IsWriting Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_IsWriting | |

See Also

Applies to: [PhotonStreamQueue](#topic_00000000000002F7)

m\_LastFrameCount Field

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) m\_LastFrameCount | |

See Also

Applies to: [PhotonStreamQueue](#topic_00000000000002F7)

m\_LastSampleTime Field

|  |  |
| --- | --- |
| C# |  |
| private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_LastSampleTime | |

See Also

Applies to: [PhotonStreamQueue](#topic_00000000000002F7)

m\_NextObjectIndex Field

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) m\_NextObjectIndex | |

See Also

Applies to: [PhotonStreamQueue](#topic_00000000000002F7)

m\_Objects Field

|  |  |
| --- | --- |
| C# |  |
| new private [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[object](https://docs.microsoft.com/en-us/dotnet/api/system.object)> m\_Objects | |

See Also

Applies to: [PhotonStreamQueue](#topic_00000000000002F7)

m\_ObjectsPerSample Field

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) m\_ObjectsPerSample | |

See Also

Applies to: [PhotonStreamQueue](#topic_00000000000002F7)

m\_SampleCount Field

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) m\_SampleCount | |

See Also

Applies to: [PhotonStreamQueue](#topic_00000000000002F7)

m\_SampleRate Field

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) m\_SampleRate | |

See Also

Applies to: [PhotonStreamQueue](#topic_00000000000002F7)

PhotonTransformView Class

This class helps you to synchronize position, rotation and scale
of a GameObject. It also gives you many different options to make
the synchronized values appear smooth, even when the data is only
send a couple of times per second.
Simply add the component to your GameObject and make sure that
the PhotonTransformView is added to the list of observed components

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**PhotonTransformView**

|  |  |
| --- | --- |
| C# |  |
| [RequireComponent(typeof(PhotonView))] [AddComponentMenu("Photon Networking/Photon Transform View")] public class PhotonTransformView : **MonoBehaviour**,  [IPunObservable](#topic_00000000000001AC) | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[Awake](#topic_00000000000003F1), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [DoDrawEstimatedPositionError](#topic_00000000000003F9), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnEnable](#topic_00000000000003F2), [OnPhotonSerializeView](#topic_00000000000003F8), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [SetSynchronizedValues](#topic_00000000000003F7), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [Update](#topic_00000000000003F3), [UpdatePosition](#topic_00000000000003F4), [UpdateRotation](#topic_00000000000003F5), [UpdateScale](#topic_00000000000003F6)

Fields

[m\_PhotonView](#topic_00000000000003EE), [m\_PositionControl](#topic_00000000000003EB), [m\_PositionModel](#topic_00000000000003E8), [m\_ReceivedNetworkUpdate](#topic_00000000000003EF), [m\_RotationControl](#topic_00000000000003EC), [m\_RotationModel](#topic_00000000000003E9), [m\_ScaleControl](#topic_00000000000003ED), [m\_ScaleModel](#topic_00000000000003EA), [m\_firstTake](#topic_00000000000003F0)

PhotonTransformView.Awake Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Awake() | |

See Also

Applies to: [PhotonTransformView](#topic_00000000000003E7)

PhotonTransformView.DoDrawEstimatedPositionError Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) DoDrawEstimatedPositionError() | |

See Also

Applies to: [PhotonTransformView](#topic_00000000000003E7)

PhotonTransformView.OnEnable Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnEnable() | |

See Also

Applies to: [PhotonTransformView](#topic_00000000000003E7)

PhotonTransformView.OnPhotonSerializeView Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonSerializeView(  [PhotonStream](#topic_00000000000001F8) *stream*,  [PhotonMessageInfo](#topic_00000000000001F1) *info* ) | |

Parameters

stream

|  |
| --- |
|  |

info

|  |
| --- |
|  |

See Also

Applies to: [PhotonTransformView](#topic_00000000000003E7)

PhotonTransformView.SetSynchronizedValues Method

These values are synchronized to the remote objects if the interpolation mode
or the extrapolation mode SynchronizeValues is used. Your movement script should pass on
the current speed (in units/second) and turning speed (in angles/second) so the remote
object can use them to predict the objects movement.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetSynchronizedValues(  **Vector3** *speed*,  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *turnSpeed* ) | |

Parameters

speed

|  |
| --- |
| The current movement vector of the object in units/second. |

turnSpeed

|  |
| --- |
| The current turn speed of the object in angles/second. |

See Also

Applies to: [PhotonTransformView](#topic_00000000000003E7)

PhotonTransformView.Update Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [PhotonTransformView](#topic_00000000000003E7)

PhotonTransformView.UpdatePosition Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdatePosition() | |

See Also

Applies to: [PhotonTransformView](#topic_00000000000003E7)

PhotonTransformView.UpdateRotation Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateRotation() | |

See Also

Applies to: [PhotonTransformView](#topic_00000000000003E7)

PhotonTransformView.UpdateScale Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateScale() | |

See Also

Applies to: [PhotonTransformView](#topic_00000000000003E7)

m\_PhotonView Field

|  |  |
| --- | --- |
| C# |  |
| private [PhotonView](#topic_000000000000031B) m\_PhotonView | |

See Also

Applies to: [PhotonTransformView](#topic_00000000000003E7)

m\_PositionControl Field

|  |  |
| --- | --- |
| C# |  |
| private [PhotonTransformViewPositionControl](#topic_00000000000003FA) m\_PositionControl | |

See Also

Applies to: [PhotonTransformView](#topic_00000000000003E7)

m\_PositionModel Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] new public [PhotonTransformViewPositionModel](#topic_000000000000040C) m\_PositionModel | |

See Also

Applies to: [PhotonTransformView](#topic_00000000000003E7)

m\_ReceivedNetworkUpdate Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_ReceivedNetworkUpdate | |

See Also

Applies to: [PhotonTransformView](#topic_00000000000003E7)

m\_RotationControl Field

|  |  |
| --- | --- |
| C# |  |
| private [PhotonTransformViewRotationControl](#topic_0000000000000426) m\_RotationControl | |

See Also

Applies to: [PhotonTransformView](#topic_00000000000003E7)

m\_RotationModel Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] new public [PhotonTransformViewRotationModel](#topic_000000000000042D) m\_RotationModel | |

See Also

Applies to: [PhotonTransformView](#topic_00000000000003E7)

m\_ScaleControl Field

|  |  |
| --- | --- |
| C# |  |
| private [PhotonTransformViewScaleControl](#topic_0000000000000436) m\_ScaleControl | |

See Also

Applies to: [PhotonTransformView](#topic_00000000000003E7)

m\_ScaleModel Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] new public [PhotonTransformViewScaleModel](#topic_000000000000043D) m\_ScaleModel | |

See Also

Applies to: [PhotonTransformView](#topic_00000000000003E7)

m\_firstTake Field

Flag to skip initial data when Object is instantiated and rely on the first deserialized data instead.

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_firstTake | |

See Also

Applies to: [PhotonTransformView](#topic_00000000000003E7)

PhotonTransformViewPositionControl Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**PhotonTransformViewPositionControl**

|  |  |
| --- | --- |
| C# |  |
| public class PhotonTransformViewPositionControl | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[DeserializeData](#topic_000000000000040B), [Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetExtrapolatedPositionOffset](#topic_0000000000000408), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetNetworkPosition](#topic_0000000000000407), [GetOldestStoredNetworkPosition](#topic_0000000000000404), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [OnPhotonSerializeView](#topic_0000000000000409), [SerializeData](#topic_000000000000040A), [SetSynchronizedValues](#topic_0000000000000405), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [UpdatePosition](#topic_0000000000000406)

Fields

[m\_CurrentSpeed](#topic_00000000000003FC), [m\_LastSerializeTime](#topic_00000000000003FD), [m\_Model](#topic_00000000000003FB), [m\_NetworkPosition](#topic_0000000000000400), [m\_OldNetworkPositions](#topic_0000000000000401), [m\_SynchronizedSpeed](#topic_00000000000003FE), [m\_SynchronizedTurnSpeed](#topic_00000000000003FF), [m\_UpdatedPositionAfterOnSerialize](#topic_0000000000000402)

PhotonTransformViewPositionControl Constructor

|  |  |
| --- | --- |
| C# |  |
| public PhotonTransformViewPositionControl(  [PhotonTransformViewPositionModel](#topic_000000000000040C) *model* ) | |

Parameters

model

|  |
| --- |
|  |

See Also

Applies to: [PhotonTransformViewPositionControl](#topic_00000000000003FA)

PhotonTransformViewPositionControl.DeserializeData Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) DeserializeData(  [PhotonStream](#topic_00000000000001F8) *stream*,  [PhotonMessageInfo](#topic_00000000000001F1) *info* ) | |

Parameters

stream

|  |
| --- |
|  |

info

|  |
| --- |
|  |

See Also

Applies to: [PhotonTransformViewPositionControl](#topic_00000000000003FA)

PhotonTransformViewPositionControl.GetExtrapolatedPositionOffset Method

Calculates an estimated position based on the last synchronized position,
the time when the last position was received and the movement speed of the object

|  |  |
| --- | --- |
| C# |  |
| public **Vector3** GetExtrapolatedPositionOffset() | |

Returns

Estimated position of the remote object

See Also

Applies to: [PhotonTransformViewPositionControl](#topic_00000000000003FA)

PhotonTransformViewPositionControl.GetNetworkPosition Method

Gets the last position that was received through the network

|  |  |
| --- | --- |
| C# |  |
| public **Vector3** GetNetworkPosition() | |

See Also

Applies to: [PhotonTransformViewPositionControl](#topic_00000000000003FA)

PhotonTransformViewPositionControl.GetOldestStoredNetworkPosition Method

|  |  |
| --- | --- |
| C# |  |
| private **Vector3** GetOldestStoredNetworkPosition() | |

See Also

Applies to: [PhotonTransformViewPositionControl](#topic_00000000000003FA)

PhotonTransformViewPositionControl.OnPhotonSerializeView Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonSerializeView(  **Vector3** *currentPosition*,  [PhotonStream](#topic_00000000000001F8) *stream*,  [PhotonMessageInfo](#topic_00000000000001F1) *info* ) | |

Parameters

currentPosition

|  |
| --- |
|  |

stream

|  |
| --- |
|  |

info

|  |
| --- |
|  |

See Also

Applies to: [PhotonTransformViewPositionControl](#topic_00000000000003FA)

PhotonTransformViewPositionControl.SerializeData Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SerializeData(  **Vector3** *currentPosition*,  [PhotonStream](#topic_00000000000001F8) *stream*,  [PhotonMessageInfo](#topic_00000000000001F1) *info* ) | |

Parameters

currentPosition

|  |
| --- |
|  |

stream

|  |
| --- |
|  |

info

|  |
| --- |
|  |

See Also

Applies to: [PhotonTransformViewPositionControl](#topic_00000000000003FA)

PhotonTransformViewPositionControl.SetSynchronizedValues Method

These values are synchronized to the remote objects if the interpolation mode
or the extrapolation mode SynchronizeValues is used. Your movement script should pass on
the current speed (in units/second) and turning speed (in angles/second) so the remote
object can use them to predict the objects movement.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetSynchronizedValues(  **Vector3** *speed*,  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *turnSpeed* ) | |

Parameters

speed

|  |
| --- |
| The current movement vector of the object in units/second. |

turnSpeed

|  |
| --- |
| The current turn speed of the object in angles/second. |

See Also

Applies to: [PhotonTransformViewPositionControl](#topic_00000000000003FA)

PhotonTransformViewPositionControl.UpdatePosition Method

Calculates the new position based on the values setup in the inspector

|  |  |
| --- | --- |
| C# |  |
| public **Vector3** UpdatePosition(  **Vector3** *currentPosition* ) | |

Parameters

currentPosition

|  |
| --- |
| The current position. |

Returns

The new position.

See Also

Applies to: [PhotonTransformViewPositionControl](#topic_00000000000003FA)

m\_CurrentSpeed Field

|  |  |
| --- | --- |
| C# |  |
| private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_CurrentSpeed | |

See Also

Applies to: [PhotonTransformViewPositionControl](#topic_00000000000003FA)

m\_LastSerializeTime Field

|  |  |
| --- | --- |
| C# |  |
| private [double](https://docs.microsoft.com/en-us/dotnet/api/system.double) m\_LastSerializeTime | |

See Also

Applies to: [PhotonTransformViewPositionControl](#topic_00000000000003FA)

m\_Model Field

|  |  |
| --- | --- |
| C# |  |
| private [PhotonTransformViewPositionModel](#topic_000000000000040C) m\_Model | |

See Also

Applies to: [PhotonTransformViewPositionControl](#topic_00000000000003FA)

m\_NetworkPosition Field

|  |  |
| --- | --- |
| C# |  |
| private **Vector3** m\_NetworkPosition | |

See Also

Applies to: [PhotonTransformViewPositionControl](#topic_00000000000003FA)

m\_OldNetworkPositions Field

|  |  |
| --- | --- |
| C# |  |
| new private [Queue](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.queue-1)<**Vector3**> m\_OldNetworkPositions | |

See Also

Applies to: [PhotonTransformViewPositionControl](#topic_00000000000003FA)

m\_SynchronizedSpeed Field

|  |  |
| --- | --- |
| C# |  |
| private **Vector3** m\_SynchronizedSpeed | |

See Also

Applies to: [PhotonTransformViewPositionControl](#topic_00000000000003FA)

m\_SynchronizedTurnSpeed Field

|  |  |
| --- | --- |
| C# |  |
| private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_SynchronizedTurnSpeed | |

See Also

Applies to: [PhotonTransformViewPositionControl](#topic_00000000000003FA)

m\_UpdatedPositionAfterOnSerialize Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_UpdatedPositionAfterOnSerialize | |

See Also

Applies to: [PhotonTransformViewPositionControl](#topic_00000000000003FA)

PhotonTransformViewPositionModel Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**PhotonTransformViewPositionModel**

|  |  |
| --- | --- |
| C# |  |
| [System.Serializable()] public class PhotonTransformViewPositionModel | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Enumerations

[ExtrapolateOptions](#topic_0000000000000413), [InterpolateOptions](#topic_000000000000040D)

Fields

[DrawErrorGizmo](#topic_0000000000000425), [ExtrapolateIncludingRoundTripTime](#topic_0000000000000423), [ExtrapolateNumberOfStoredPositions](#topic_0000000000000424), [ExtrapolateOption](#topic_0000000000000421), [ExtrapolateSpeed](#topic_0000000000000422), [InterpolateLerpSpeed](#topic_000000000000041D), [InterpolateMoveTowardsAcceleration](#topic_000000000000041E), [InterpolateMoveTowardsDeceleration](#topic_000000000000041F), [InterpolateMoveTowardsSpeed](#topic_000000000000041C), [InterpolateOption](#topic_000000000000041B), [InterpolateSpeedCurve](#topic_0000000000000420), [SynchronizeEnabled](#topic_0000000000000418), [TeleportEnabled](#topic_0000000000000419), [TeleportIfDistanceGreaterThan](#topic_000000000000041A)

ExtrapolateOptions Enumeration

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Disabled | 0 |  |
| EstimateSpeedAndTurn | 2 |  |
| FixedSpeed | 3 |  |
| SynchronizeValues | 1 |  |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

See Also

Applies to: [PhotonTransformViewPositionModel](#topic_000000000000040C)

InterpolateOptions Enumeration

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Disabled | 0 |  |
| EstimatedSpeed | 2 |  |
| FixedSpeed | 1 |  |
| Lerp | 4 |  |
| SynchronizeValues | 3 |  |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

See Also

Applies to: [PhotonTransformViewPositionModel](#topic_000000000000040C)

DrawErrorGizmo Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) DrawErrorGizmo | |

See Also

Applies to: [PhotonTransformViewPositionModel](#topic_000000000000040C)

ExtrapolateIncludingRoundTripTime Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ExtrapolateIncludingRoundTripTime | |

See Also

Applies to: [PhotonTransformViewPositionModel](#topic_000000000000040C)

ExtrapolateNumberOfStoredPositions Field

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) ExtrapolateNumberOfStoredPositions | |

See Also

Applies to: [PhotonTransformViewPositionModel](#topic_000000000000040C)

ExtrapolateOption Field

|  |  |
| --- | --- |
| C# |  |
| public [ExtrapolateOptions](#topic_0000000000000413) ExtrapolateOption | |

See Also

Applies to: [PhotonTransformViewPositionModel](#topic_000000000000040C)

ExtrapolateSpeed Field

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) ExtrapolateSpeed | |

See Also

Applies to: [PhotonTransformViewPositionModel](#topic_000000000000040C)

InterpolateLerpSpeed Field

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) InterpolateLerpSpeed | |

See Also

Applies to: [PhotonTransformViewPositionModel](#topic_000000000000040C)

InterpolateMoveTowardsAcceleration Field

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) InterpolateMoveTowardsAcceleration | |

See Also

Applies to: [PhotonTransformViewPositionModel](#topic_000000000000040C)

InterpolateMoveTowardsDeceleration Field

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) InterpolateMoveTowardsDeceleration | |

See Also

Applies to: [PhotonTransformViewPositionModel](#topic_000000000000040C)

InterpolateMoveTowardsSpeed Field

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) InterpolateMoveTowardsSpeed | |

See Also

Applies to: [PhotonTransformViewPositionModel](#topic_000000000000040C)

InterpolateOption Field

|  |  |
| --- | --- |
| C# |  |
| public [InterpolateOptions](#topic_000000000000040D) InterpolateOption | |

See Also

Applies to: [PhotonTransformViewPositionModel](#topic_000000000000040C)

InterpolateSpeedCurve Field

|  |  |
| --- | --- |
| C# |  |
| new public **AnimationCurve** InterpolateSpeedCurve | |

See Also

Applies to: [PhotonTransformViewPositionModel](#topic_000000000000040C)

SynchronizeEnabled Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) SynchronizeEnabled | |

See Also

Applies to: [PhotonTransformViewPositionModel](#topic_000000000000040C)

TeleportEnabled Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) TeleportEnabled | |

See Also

Applies to: [PhotonTransformViewPositionModel](#topic_000000000000040C)

TeleportIfDistanceGreaterThan Field

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) TeleportIfDistanceGreaterThan | |

See Also

Applies to: [PhotonTransformViewPositionModel](#topic_000000000000040C)

PhotonTransformViewRotationControl Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**PhotonTransformViewRotationControl**

|  |  |
| --- | --- |
| C# |  |
| public class PhotonTransformViewRotationControl | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetNetworkRotation](#topic_000000000000042A), [GetRotation](#topic_000000000000042B), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [OnPhotonSerializeView](#topic_000000000000042C), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[m\_Model](#topic_0000000000000427), [m\_NetworkRotation](#topic_0000000000000428)

PhotonTransformViewRotationControl Constructor

|  |  |
| --- | --- |
| C# |  |
| public PhotonTransformViewRotationControl(  [PhotonTransformViewRotationModel](#topic_000000000000042D) *model* ) | |

Parameters

model

|  |
| --- |
|  |

See Also

Applies to: [PhotonTransformViewRotationControl](#topic_0000000000000426)

PhotonTransformViewRotationControl.GetNetworkRotation Method

Gets the last rotation that was received through the network

|  |  |
| --- | --- |
| C# |  |
| public **Quaternion** GetNetworkRotation() | |

See Also

Applies to: [PhotonTransformViewRotationControl](#topic_0000000000000426)

PhotonTransformViewRotationControl.GetRotation Method

|  |  |
| --- | --- |
| C# |  |
| public **Quaternion** GetRotation(  **Quaternion** *currentRotation* ) | |

Parameters

currentRotation

|  |
| --- |
|  |

See Also

Applies to: [PhotonTransformViewRotationControl](#topic_0000000000000426)

PhotonTransformViewRotationControl.OnPhotonSerializeView Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonSerializeView(  **Quaternion** *currentRotation*,  [PhotonStream](#topic_00000000000001F8) *stream*,  [PhotonMessageInfo](#topic_00000000000001F1) *info* ) | |

Parameters

currentRotation

|  |
| --- |
|  |

stream

|  |
| --- |
|  |

info

|  |
| --- |
|  |

See Also

Applies to: [PhotonTransformViewRotationControl](#topic_0000000000000426)

m\_Model Field

|  |  |
| --- | --- |
| C# |  |
| private [PhotonTransformViewRotationModel](#topic_000000000000042D) m\_Model | |

See Also

Applies to: [PhotonTransformViewRotationControl](#topic_0000000000000426)

m\_NetworkRotation Field

|  |  |
| --- | --- |
| C# |  |
| private **Quaternion** m\_NetworkRotation | |

See Also

Applies to: [PhotonTransformViewRotationControl](#topic_0000000000000426)

PhotonTransformViewRotationModel Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**PhotonTransformViewRotationModel**

|  |  |
| --- | --- |
| C# |  |
| [System.Serializable()] public class PhotonTransformViewRotationModel | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Enumerations

[InterpolateOptions](#topic_000000000000042E)

Fields

[InterpolateLerpSpeed](#topic_0000000000000435), [InterpolateOption](#topic_0000000000000433), [InterpolateRotateTowardsSpeed](#topic_0000000000000434), [SynchronizeEnabled](#topic_0000000000000432)

InterpolateOptions Enumeration

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Disabled | 0 |  |
| Lerp | 2 |  |
| RotateTowards | 1 |  |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

See Also

Applies to: [PhotonTransformViewRotationModel](#topic_000000000000042D)

InterpolateLerpSpeed Field

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) InterpolateLerpSpeed | |

See Also

Applies to: [PhotonTransformViewRotationModel](#topic_000000000000042D)

InterpolateOption Field

|  |  |
| --- | --- |
| C# |  |
| public [InterpolateOptions](#topic_000000000000042E) InterpolateOption | |

See Also

Applies to: [PhotonTransformViewRotationModel](#topic_000000000000042D)

InterpolateRotateTowardsSpeed Field

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) InterpolateRotateTowardsSpeed | |

See Also

Applies to: [PhotonTransformViewRotationModel](#topic_000000000000042D)

SynchronizeEnabled Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) SynchronizeEnabled | |

See Also

Applies to: [PhotonTransformViewRotationModel](#topic_000000000000042D)

PhotonTransformViewScaleControl Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**PhotonTransformViewScaleControl**

|  |  |
| --- | --- |
| C# |  |
| public class PhotonTransformViewScaleControl | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetNetworkScale](#topic_000000000000043A), [GetScale](#topic_000000000000043B), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [OnPhotonSerializeView](#topic_000000000000043C), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[m\_Model](#topic_0000000000000437), [m\_NetworkScale](#topic_0000000000000438)

PhotonTransformViewScaleControl Constructor

|  |  |
| --- | --- |
| C# |  |
| public PhotonTransformViewScaleControl(  [PhotonTransformViewScaleModel](#topic_000000000000043D) *model* ) | |

Parameters

model

|  |
| --- |
|  |

See Also

Applies to: [PhotonTransformViewScaleControl](#topic_0000000000000436)

PhotonTransformViewScaleControl.GetNetworkScale Method

Gets the last scale that was received through the network

|  |  |
| --- | --- |
| C# |  |
| public **Vector3** GetNetworkScale() | |

See Also

Applies to: [PhotonTransformViewScaleControl](#topic_0000000000000436)

PhotonTransformViewScaleControl.GetScale Method

|  |  |
| --- | --- |
| C# |  |
| public **Vector3** GetScale(  **Vector3** *currentScale* ) | |

Parameters

currentScale

|  |
| --- |
|  |

See Also

Applies to: [PhotonTransformViewScaleControl](#topic_0000000000000436)

PhotonTransformViewScaleControl.OnPhotonSerializeView Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonSerializeView(  **Vector3** *currentScale*,  [PhotonStream](#topic_00000000000001F8) *stream*,  [PhotonMessageInfo](#topic_00000000000001F1) *info* ) | |

Parameters

currentScale

|  |
| --- |
|  |

stream

|  |
| --- |
|  |

info

|  |
| --- |
|  |

See Also

Applies to: [PhotonTransformViewScaleControl](#topic_0000000000000436)

m\_Model Field

|  |  |
| --- | --- |
| C# |  |
| private [PhotonTransformViewScaleModel](#topic_000000000000043D) m\_Model | |

See Also

Applies to: [PhotonTransformViewScaleControl](#topic_0000000000000436)

m\_NetworkScale Field

|  |  |
| --- | --- |
| C# |  |
| private **Vector3** m\_NetworkScale | |

See Also

Applies to: [PhotonTransformViewScaleControl](#topic_0000000000000436)

PhotonTransformViewScaleModel Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**PhotonTransformViewScaleModel**

|  |  |
| --- | --- |
| C# |  |
| [System.Serializable()] public class PhotonTransformViewScaleModel | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Enumerations

[InterpolateOptions](#topic_000000000000043E)

Fields

[InterpolateLerpSpeed](#topic_0000000000000445), [InterpolateMoveTowardsSpeed](#topic_0000000000000444), [InterpolateOption](#topic_0000000000000443), [SynchronizeEnabled](#topic_0000000000000442)

InterpolateOptions Enumeration

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Disabled | 0 |  |
| Lerp | 2 |  |
| MoveTowards | 1 |  |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

See Also

Applies to: [PhotonTransformViewScaleModel](#topic_000000000000043D)

InterpolateLerpSpeed Field

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) InterpolateLerpSpeed | |

See Also

Applies to: [PhotonTransformViewScaleModel](#topic_000000000000043D)

InterpolateMoveTowardsSpeed Field

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) InterpolateMoveTowardsSpeed | |

See Also

Applies to: [PhotonTransformViewScaleModel](#topic_000000000000043D)

InterpolateOption Field

|  |  |
| --- | --- |
| C# |  |
| public [InterpolateOptions](#topic_000000000000043E) InterpolateOption | |

See Also

Applies to: [PhotonTransformViewScaleModel](#topic_000000000000043D)

SynchronizeEnabled Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) SynchronizeEnabled | |

See Also

Applies to: [PhotonTransformViewScaleModel](#topic_000000000000043D)

PhotonView Class

PUN's NetworkView replacement class for networking. Use it like a NetworkView.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[Photon.MonoBehaviour](#topic_00000000000001D0)

**PhotonView**

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("Photon Networking/Photon View")] public class PhotonView : [MonoBehaviour](#topic_00000000000001D0) | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[CreatorActorNr](#topic_0000000000000331), [OwnerActorNr](#topic_000000000000032F), [animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [instantiationData](#topic_0000000000000322), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [isMine](#topic_0000000000000332), [isOwnerActive](#topic_0000000000000330), [isSceneView](#topic_000000000000032D), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [owner](#topic_000000000000032E), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [photonView](#topic_00000000000001D2) (inherited from [MonoBehaviour](#topic_00000000000001D0)), [prefix](#topic_0000000000000320), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**), [viewID](#topic_000000000000032B)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [DeserializeView](#topic_000000000000033B), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [Find](#topic_0000000000000343), [Get](#topic_0000000000000341), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnMasterClientSwitched](#topic_0000000000000339), [OpenPunWizard](#topic_000000000000031C), [RPC](#topic_000000000000033D), [RefreshRpcMonoBehaviourCache](#topic_000000000000033C), [RequestOwnership](#topic_0000000000000336), [RpcSecure](#topic_000000000000033E), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [SerializeView](#topic_000000000000033A), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](#topic_0000000000000344), [TransferOwnership](#topic_0000000000000337), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[ObservedComponents](#topic_0000000000000327), [ObservedComponentsFoldoutOpen](#topic_0000000000000329), [OnSerializeMethodInfo](#topic_0000000000000334), [OwnerShipWasTransfered](#topic_000000000000031F), [currentMasterID](#topic_0000000000000333), [failedToFindOnSerialize](#topic_0000000000000335), [group](#topic_000000000000031E), [instantiationId](#topic_000000000000032C), [m\_OnSerializeMethodInfos](#topic_0000000000000328), [onSerializeRigidBodyOption](#topic_0000000000000325), [onSerializeTransformOption](#topic_0000000000000324), [ownerId](#topic_000000000000031D), [ownershipTransfer](#topic_0000000000000326), [prefixBackup](#topic_0000000000000321), [synchronization](#topic_0000000000000323), [viewIdField](#topic_000000000000032A)

PhotonView.CreatorActorNr Property

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) CreatorActorNr {get;} | |

See Also

Applies to: [PhotonView](#topic_000000000000031B)

PhotonView.OwnerActorNr Property

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) OwnerActorNr {get;} | |

See Also

Applies to: [PhotonView](#topic_000000000000031B)

PhotonView.instantiationData Property

This is the instantiationData that was passed when calling PhotonNetwork.Instantiate\* (if that was used to spawn this prefab)

|  |  |
| --- | --- |
| C# |  |
| public [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] instantiationData {get; set;} | |

See Also

Applies to: [PhotonView](#topic_000000000000031B)

PhotonView.isMine Property

True if the PhotonView is "mine" and can be controlled by this client.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isMine {get;} | |

Remarks

PUN has an ownership concept that defines who can control and destroy each PhotonView.
True in case the owner matches the local PhotonPlayer.
True if this is a scene photonview on the Master client.

See Also

Applies to: [PhotonView](#topic_000000000000031B)

PhotonView.isOwnerActive Property

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isOwnerActive {get;} | |

See Also

Applies to: [PhotonView](#topic_000000000000031B)

PhotonView.isSceneView Property

True if the PhotonView was loaded with the scene (game object) or instantiated with InstantiateSceneObject.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isSceneView {get;} | |

Remarks

Scene objects are not owned by a particular player but belong to the scene. Thus they don't get destroyed when their
creator leaves the game and the current Master Client can control them (whoever that is).
The ownerId is 0 (player IDs are 1 and up).

See Also

Applies to: [PhotonView](#topic_000000000000031B)

PhotonView.owner Property

The owner of a PhotonView is the player who created the GameObject with that view. Objects in the scene don't have an owner.

|  |  |
| --- | --- |
| C# |  |
| public [PhotonPlayer](#topic_00000000000002C9) owner {get;} | |

Remarks

The owner/controller of a PhotonView is also the client which sends position updates of the GameObject.
Ownership can be transferred to another player with PhotonView.TransferOwnership or any player can request
ownership by calling the PhotonView's RequestOwnership method.
The current owner has to implement IPunCallbacks.OnOwnershipRequest to react to the ownership request.

See Also

Applies to: [PhotonView](#topic_000000000000031B)

PhotonView.prefix Property

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) prefix {get; set;} | |

See Also

Applies to: [PhotonView](#topic_000000000000031B)

PhotonView.viewID Property

The ID of the PhotonView. Identifies it in a networked game (per room).

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) viewID {get; set;} | |

Remarks

See: [Network Instantiation](@ref instantiateManual)

See Also

Applies to: [PhotonView](#topic_000000000000031B)

PhotonView.DeserializeView Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) DeserializeView(  [PhotonStream](#topic_00000000000001F8) *stream*,  [PhotonMessageInfo](#topic_00000000000001F1) *info* ) | |

Parameters

stream

|  |
| --- |
|  |

info

|  |
| --- |
|  |

See Also

Applies to: [PhotonView](#topic_000000000000031B)

PhotonView.Find Method

|  |  |
| --- | --- |
| C# |  |
| public static [PhotonView](#topic_000000000000031B) Find(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *viewID* ) | |

Parameters

viewID

|  |
| --- |
|  |

See Also

Applies to: [PhotonView](#topic_000000000000031B)

PhotonView.Get (Component) Method

|  |  |
| --- | --- |
| C# |  |
| public static [PhotonView](#topic_000000000000031B) Get(  **Component** *component* ) | |

Parameters

component

|  |
| --- |
|  |

See Also

Applies to: [PhotonView](#topic_000000000000031B)

PhotonView.Get (GameObject) Method

|  |  |
| --- | --- |
| C# |  |
| public static [PhotonView](#topic_000000000000031B) Get(  **GameObject** *gameObj* ) | |

Parameters

gameObj

|  |
| --- |
|  |

See Also

Applies to: [PhotonView](#topic_000000000000031B)

PhotonView.OnMasterClientSwitched Method

Check ownerId assignment for sceneObjects to keep being owned by the MasterClient.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnMasterClientSwitched(  [PhotonPlayer](#topic_00000000000002C9) *newMasterClient* ) | |

Parameters

newMasterClient

|  |
| --- |
| New master client. |

See Also

Applies to: [PhotonView](#topic_000000000000031B)

PhotonView.OpenPunWizard Method

|  |  |
| --- | --- |
| C# |  |
| [ContextMenu("Open PUN Wizard")] private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OpenPunWizard() | |

See Also

Applies to: [PhotonView](#topic_000000000000031B)

PhotonView.RPC (String, PhotonTargets, Object()) Method

Call a RPC method of this GameObject on remote clients of this room (or on all, inclunding this client).

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RPC(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *methodName*,  [PhotonTargets](#topic_0000000000000023) *target*,  params [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] *parameters* ) | |

Parameters

methodName

|  |
| --- |
| The name of a fitting method that was has the RPC attribute. |

target

|  |
| --- |
| The group of targets and the way the RPC gets sent. |

parameters

|  |
| --- |
| The parameters that the RPC method has (must fit this call!). |

Remarks

[Remote Procedure Calls](@ref rpcManual) are an essential tool in making multiplayer games with PUN.
It enables you to make every client in a room call a specific method.
RPC calls can target "All" or the "Others".
Usually, the target "All" gets executed locally immediately after sending the RPC.
The "\*ViaServer" options send the RPC to the server and execute it on this client when it's sent back.
Of course, calls are affected by this client's lag and that of remote clients.
Each call automatically is routed to the same PhotonView (and GameObject) that was used on the
originating client.
See: [Remote Procedure Calls](@ref rpcManual).

See Also

Applies to: [PhotonView](#topic_000000000000031B)

PhotonView.RPC (String, PhotonPlayer, Object()) Method

Call a RPC method of this GameObject on remote clients of this room (or on all, inclunding this client).

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RPC(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *methodName*,  [PhotonPlayer](#topic_00000000000002C9) *targetPlayer*,  params [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] *parameters* ) | |

Parameters

methodName

|  |
| --- |
| The name of a fitting method that was has the RPC attribute. |

targetPlayer

|  |
| --- |
| The group of targets and the way the RPC gets sent. |

parameters

|  |
| --- |
| The parameters that the RPC method has (must fit this call!). |

Remarks

[Remote Procedure Calls](@ref rpcManual) are an essential tool in making multiplayer games with PUN.
It enables you to make every client in a room call a specific method.
This method allows you to make an RPC calls on a specific player's client.
Of course, calls are affected by this client's lag and that of remote clients.
Each call automatically is routed to the same PhotonView (and GameObject) that was used on the
originating client.
See: [Remote Procedure Calls](@ref rpcManual).

See Also

Applies to: [PhotonView](#topic_000000000000031B)

PhotonView.RefreshRpcMonoBehaviourCache Method

Can be used to refesh the list of MonoBehaviours on this GameObject while PhotonNetwork.UseRpcMonoBehaviourCache is true.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RefreshRpcMonoBehaviourCache() | |

See Also

Applies to: [PhotonView](#topic_000000000000031B)

PhotonView.RequestOwnership Method

Depending on the PhotonView's ownershipTransfer setting, any client can request to become owner of the PhotonView.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RequestOwnership() | |

Remarks

Requesting ownership can give you control over a PhotonView, if the ownershipTransfer setting allows that.
The current owner might have to implement IPunCallbacks.OnOwnershipRequest to react to the ownership request.
The owner/controller of a PhotonView is also the client which sends position updates of the GameObject.

See Also

Applies to: [PhotonView](#topic_000000000000031B)

PhotonView.RpcSecure (String, PhotonPlayer, Boolean, Object()) Method

Call a RPC method of this GameObject on remote clients of this room (or on all, inclunding this client).

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RpcSecure(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *methodName*,  [PhotonPlayer](#topic_00000000000002C9) *targetPlayer*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *encrypt*,  params [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] *parameters* ) | |

Parameters

methodName

|  |
| --- |
| The name of a fitting method that was has the RPC attribute. |

targetPlayer

|  |
| --- |
| The group of targets and the way the RPC gets sent. |

encrypt

|  |
| --- |
| <default> |

parameters

|  |
| --- |
| The parameters that the RPC method has (must fit this call!). |

Remarks

[Remote Procedure Calls](@ref rpcManual) are an essential tool in making multiplayer games with PUN.
It enables you to make every client in a room call a specific method.
This method allows you to make an RPC calls on a specific player's client.
Of course, calls are affected by this client's lag and that of remote clients.
Each call automatically is routed to the same PhotonView (and GameObject) that was used on the
originating client.
See: [Remote Procedure Calls](@ref rpcManual).

See Also

Applies to: [PhotonView](#topic_000000000000031B)

PhotonView.RpcSecure (String, PhotonTargets, Boolean, Object()) Method

Call a RPC method of this GameObject on remote clients of this room (or on all, inclunding this client).

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RpcSecure(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *methodName*,  [PhotonTargets](#topic_0000000000000023) *target*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *encrypt*,  params [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] *parameters* ) | |

Parameters

methodName

|  |
| --- |
| The name of a fitting method that was has the RPC attribute. |

target

|  |
| --- |
| The group of targets and the way the RPC gets sent. |

encrypt

|  |
| --- |
| <default> |

parameters

|  |
| --- |
| The parameters that the RPC method has (must fit this call!). |

Remarks

[Remote Procedure Calls](@ref rpcManual) are an essential tool in making multiplayer games with PUN.
It enables you to make every client in a room call a specific method.
RPC calls can target "All" or the "Others".
Usually, the target "All" gets executed locally immediately after sending the RPC.
The "\*ViaServer" options send the RPC to the server and execute it on this client when it's sent back.
Of course, calls are affected by this client's lag and that of remote clients.
Each call automatically is routed to the same PhotonView (and GameObject) that was used on the
originating client.
See: [Remote Procedure Calls](@ref rpcManual).

See Also

Applies to: [PhotonView](#topic_000000000000031B)

PhotonView.SerializeView Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SerializeView(  [PhotonStream](#topic_00000000000001F8) *stream*,  [PhotonMessageInfo](#topic_00000000000001F1) *info* ) | |

Parameters

stream

|  |
| --- |
|  |

info

|  |
| --- |
|  |

See Also

Applies to: [PhotonView](#topic_000000000000031B)

PhotonView.ToString Method

Returns the name of the object.

|  |  |
| --- | --- |
| C# |  |
| public override [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ToString() | |

Returns

The name returned by ToString.

See Also

Applies to: [PhotonView](#topic_000000000000031B)

PhotonView.TransferOwnership (Int32) Method

Transfers the ownership of this PhotonView (and GameObject) to another player.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) TransferOwnership(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *newOwnerId* ) | |

Parameters

newOwnerId

|  |
| --- |
|  |

Remarks

The owner/controller of a PhotonView is also the client which sends position updates of the GameObject.

See Also

Applies to: [PhotonView](#topic_000000000000031B)

PhotonView.TransferOwnership (PhotonPlayer) Method

Transfers the ownership of this PhotonView (and GameObject) to another player.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) TransferOwnership(  [PhotonPlayer](#topic_00000000000002C9) *newOwner* ) | |

Parameters

newOwner

|  |
| --- |
|  |

Remarks

The owner/controller of a PhotonView is also the client which sends position updates of the GameObject.

See Also

Applies to: [PhotonView](#topic_000000000000031B)

ObservedComponents Field

|  |  |
| --- | --- |
| C# |  |
| public [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<**Component**> ObservedComponents | |

See Also

Applies to: [PhotonView](#topic_000000000000031B)

ObservedComponentsFoldoutOpen Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ObservedComponentsFoldoutOpen | |

See Also

Applies to: [PhotonView](#topic_000000000000031B)

OnSerializeMethodInfo Field

|  |  |
| --- | --- |
| C# |  |
| private [MethodInfo](https://docs.microsoft.com/en-us/dotnet/api/system.reflection.methodinfo) OnSerializeMethodInfo | |

See Also

Applies to: [PhotonView](#topic_000000000000031B)

OwnerShipWasTransfered Field

Flag to check if ownership of this photonView was set during the lifecycle. Used for checking when joining late if event with mismatched owner and sender needs addressing.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) OwnerShipWasTransfered | |

See Also

Applies to: [PhotonView](#topic_000000000000031B)

currentMasterID Field

The current master ID so that we can compare when we receive OnMasterClientSwitched() callback
It's public so that we can check it during ownerId assignments in networkPeer script
TODO: Maybe we can have the networkPeer always aware of the previous MasterClient?

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) currentMasterID | |

See Also

Applies to: [PhotonView](#topic_000000000000031B)

failedToFindOnSerialize Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) failedToFindOnSerialize | |

See Also

Applies to: [PhotonView](#topic_000000000000031B)

group Field

|  |  |
| --- | --- |
| C# |  |
| public [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) group | |

See Also

Applies to: [PhotonView](#topic_000000000000031B)

instantiationId Field

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) instantiationId | |

See Also

Applies to: [PhotonView](#topic_000000000000031B)

m\_OnSerializeMethodInfos Field

|  |  |
| --- | --- |
| C# |  |
| new private [Dictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.dictionary-2)<**Component**, [MethodInfo](https://docs.microsoft.com/en-us/dotnet/api/system.reflection.methodinfo)> m\_OnSerializeMethodInfos | |

See Also

Applies to: [PhotonView](#topic_000000000000031B)

onSerializeRigidBodyOption Field

|  |  |
| --- | --- |
| C# |  |
| public [OnSerializeRigidBody](#topic_0000000000000313) onSerializeRigidBodyOption | |

See Also

Applies to: [PhotonView](#topic_000000000000031B)

onSerializeTransformOption Field

|  |  |
| --- | --- |
| C# |  |
| public [OnSerializeTransform](#topic_000000000000030D) onSerializeTransformOption | |

See Also

Applies to: [PhotonView](#topic_000000000000031B)

ownerId Field

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) ownerId | |

See Also

Applies to: [PhotonView](#topic_000000000000031B)

ownershipTransfer Field

Defines if ownership of this PhotonView is fixed, can be requested or simply taken.

|  |  |
| --- | --- |
| C# |  |
| public [OwnershipOption](#topic_0000000000000317) ownershipTransfer | |

Remarks

Note that you can't edit this value at runtime.
The options are described in enum OwnershipOption.
The current owner has to implement IPunCallbacks.OnOwnershipRequest to react to the ownership request.

See Also

Applies to: [PhotonView](#topic_000000000000031B)

prefixBackup Field

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) prefixBackup | |

See Also

Applies to: [PhotonView](#topic_000000000000031B)

synchronization Field

|  |  |
| --- | --- |
| C# |  |
| public [ViewSynchronization](#topic_0000000000000308) synchronization | |

See Also

Applies to: [PhotonView](#topic_000000000000031B)

viewIdField Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) viewIdField | |

See Also

Applies to: [PhotonView](#topic_000000000000031B)

PickupItem Class

Makes a scene object pickup-able. Needs a PhotonView which belongs to the scene.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[Photon.MonoBehaviour](#topic_00000000000001D0)

**PickupItem**

|  |  |
| --- | --- |
| C# |  |
| [RequireComponent(typeof(PhotonView))] public class PickupItem : [MonoBehaviour](#topic_00000000000001D0),  [IPunObservable](#topic_00000000000001AC) | |

Remarks

Includes a OnPhotonSerializeView implementation that

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[ViewID](#topic_00000000000004ED), [animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [photonView](#topic_00000000000001D2) (inherited from [MonoBehaviour](#topic_00000000000001D0)), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Drop](#topic_00000000000004F2), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnPhotonSerializeView](#topic_00000000000004F0), [OnTriggerEnter](#topic_00000000000004EF), [Pickup](#topic_00000000000004F1), [PunPickup](#topic_00000000000004F4), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[DisabledPickupItems](#topic_00000000000004EE), [OnPickedUpCall](#topic_00000000000004EA), [PickupIsMine](#topic_00000000000004E9), [PickupOnTrigger](#topic_00000000000004E8), [SecondsBeforeRespawn](#topic_00000000000004E7), [SentPickup](#topic_00000000000004EB), [TimeOfRespawn](#topic_00000000000004EC)

PickupItem.ViewID Property

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) ViewID {get;} | |

See Also

Applies to: [PickupItem](#topic_00000000000004E6)

PickupItem.Drop Method

Makes use of RPC PunRespawn to drop an item (sent through server for all).

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Drop() | |

See Also

Applies to: [PickupItem](#topic_00000000000004E6)

PickupItem.Drop (Vector3) Method

Makes use of RPC PunRespawn to drop an item (sent through server for all).

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Drop(  **Vector3** *newPosition* ) | |

Parameters

newPosition

|  |
| --- |
|  |

See Also

Applies to: [PickupItem](#topic_00000000000004E6)

PickupItem.OnPhotonSerializeView Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonSerializeView(  [PhotonStream](#topic_00000000000001F8) *stream*,  [PhotonMessageInfo](#topic_00000000000001F1) *info* ) | |

Parameters

stream

|  |
| --- |
|  |

info

|  |
| --- |
|  |

See Also

Applies to: [PickupItem](#topic_00000000000004E6)

PickupItem.OnTriggerEnter Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnTriggerEnter(  **Collider** *other* ) | |

Parameters

other

|  |
| --- |
|  |

See Also

Applies to: [PickupItem](#topic_00000000000004E6)

PickupItem.Pickup Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Pickup() | |

See Also

Applies to: [PickupItem](#topic_00000000000004E6)

PickupItem.PunPickup Method

|  |  |
| --- | --- |
| C# |  |
| [PunRPC()] public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) PunPickup(  [PhotonMessageInfo](#topic_00000000000001F1) *msgInfo* ) | |

Parameters

msgInfo

|  |
| --- |
|  |

See Also

Applies to: [PickupItem](#topic_00000000000004E6)

DisabledPickupItems Field

|  |  |
| --- | --- |
| C# |  |
| new public static [HashSet](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.hashset-1)<[PickupItem](#topic_00000000000004E6)> DisabledPickupItems | |

See Also

Applies to: [PickupItem](#topic_00000000000004E6)

OnPickedUpCall Field

GameObject to send an event "OnPickedUp(PickupItem item)" to.

|  |  |
| --- | --- |
| C# |  |
| public **MonoBehaviour** OnPickedUpCall | |

Remarks

Implement OnPickedUp(PickupItem item) {} in some script on the linked game object.
The item will be "this" and item.PickupIsMine will help you to find if this pickup was done by "this player".

See Also

Applies to: [PickupItem](#topic_00000000000004E6)

PickupIsMine Field

If the pickup item is currently yours. Interesting in OnPickedUp(PickupItem item).

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) PickupIsMine | |

See Also

Applies to: [PickupItem](#topic_00000000000004E6)

PickupOnTrigger Field

The most likely trigger to pick up an item. Set in inspector!

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) PickupOnTrigger | |

Remarks

Edit the collider and set collision masks to avoid pickups by random objects.

See Also

Applies to: [PickupItem](#topic_00000000000004E6)

SecondsBeforeRespawn Field

Enables you to define a timeout when the picked up item should re-spawn at the same place it was before.

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) SecondsBeforeRespawn | |

Remarks

Set in Inspector per GameObject! The value in code is just the default.
If you don't want an item to respawn, set SecondsBeforeRespawn == 0.
If an item does not respawn, it could be consumed or carried around and dropped somewhere else.
A respawning item should stick to a fixed position. It should not be observed at all (in any PhotonView).
It can only be consumed and can't be dropped somewhere else (cause that would double the item).
This script uses PunRespawn() as RPC and as method that gets called by Invoke() after a timeout.
No matter if the item respawns timed or by Drop, that method makes sure (temporary) owner and other status-values
are being re-set.

See Also

Applies to: [PickupItem](#topic_00000000000004E6)

SentPickup Field

If this client sent a pickup. To avoid sending multiple pickup requests before reply is there.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) SentPickup | |

See Also

Applies to: [PickupItem](#topic_00000000000004E6)

TimeOfRespawn Field

Timestamp when to respawn the item (compared to PhotonNetwork.time).

|  |  |
| --- | --- |
| C# |  |
| public [double](https://docs.microsoft.com/en-us/dotnet/api/system.double) TimeOfRespawn | |

See Also

Applies to: [PickupItem](#topic_00000000000004E6)

PickupItemSimple Class

Makes a scene object pickup-able. Needs a PhotonView which belongs to the scene.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[Photon.MonoBehaviour](#topic_00000000000001D0)

**PickupItemSimple**

|  |  |
| --- | --- |
| C# |  |
| [RequireComponent(typeof(PhotonView))] public class PickupItemSimple : [MonoBehaviour](#topic_00000000000001D0) | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [photonView](#topic_00000000000001D2) (inherited from [MonoBehaviour](#topic_00000000000001D0)), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnTriggerEnter](#topic_00000000000004F9), [Pickup](#topic_00000000000004FA), [PunPickupSimple](#topic_00000000000004FB), [RespawnAfter](#topic_00000000000004FC), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[PickupOnCollide](#topic_00000000000004F7), [SecondsBeforeRespawn](#topic_00000000000004F6), [SentPickup](#topic_00000000000004F8)

PickupItemSimple.OnTriggerEnter Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnTriggerEnter(  **Collider** *other* ) | |

Parameters

other

|  |
| --- |
|  |

See Also

Applies to: [PickupItemSimple](#topic_00000000000004F5)

PickupItemSimple.Pickup Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Pickup() | |

See Also

Applies to: [PickupItemSimple](#topic_00000000000004F5)

PickupItemSimple.PunPickupSimple Method

|  |  |
| --- | --- |
| C# |  |
| [PunRPC()] public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) PunPickupSimple(  [PhotonMessageInfo](#topic_00000000000001F1) *msgInfo* ) | |

Parameters

msgInfo

|  |
| --- |
|  |

See Also

Applies to: [PickupItemSimple](#topic_00000000000004F5)

PickupItemSimple.RespawnAfter Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RespawnAfter() | |

See Also

Applies to: [PickupItemSimple](#topic_00000000000004F5)

PickupOnCollide Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) PickupOnCollide | |

See Also

Applies to: [PickupItemSimple](#topic_00000000000004F5)

SecondsBeforeRespawn Field

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) SecondsBeforeRespawn | |

See Also

Applies to: [PickupItemSimple](#topic_00000000000004F5)

SentPickup Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) SentPickup | |

See Also

Applies to: [PickupItemSimple](#topic_00000000000004F5)

PickupItemSyncer Class

Finds out which PickupItems are not spawned at the moment and send this to new players.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[Photon.MonoBehaviour](#topic_00000000000001D0)

**PickupItemSyncer**

|  |  |
| --- | --- |
| C# |  |
| [RequireComponent(typeof(PhotonView))] public class PickupItemSyncer : [MonoBehaviour](#topic_00000000000001D0) | |

Remarks

Attach this component to a single GameObject in the scene, not to all PickupItems.

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [photonView](#topic_00000000000001D2) (inherited from [MonoBehaviour](#topic_00000000000001D0)), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[AskForPickupItemSpawnTimes](#topic_0000000000000502), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnJoinedRoom](#topic_0000000000000501), [OnPhotonPlayerConnected](#topic_0000000000000500), [PickupItemInit](#topic_0000000000000506), [RequestForPickupItems](#topic_0000000000000504), [RequestForPickupTimes](#topic_0000000000000503), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [SendPickedUpItems](#topic_0000000000000505), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[IsWaitingForPickupInit](#topic_00000000000004FE), [TimeDeltaToIgnore](#topic_00000000000004FF)

PickupItemSyncer.AskForPickupItemSpawnTimes Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) AskForPickupItemSpawnTimes() | |

See Also

Applies to: [PickupItemSyncer](#topic_00000000000004FD)

PickupItemSyncer.OnJoinedRoom Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnJoinedRoom() | |

See Also

Applies to: [PickupItemSyncer](#topic_00000000000004FD)

PickupItemSyncer.OnPhotonPlayerConnected Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonPlayerConnected(  [PhotonPlayer](#topic_00000000000002C9) *newPlayer* ) | |

Parameters

newPlayer

|  |
| --- |
|  |

See Also

Applies to: [PickupItemSyncer](#topic_00000000000004FD)

PickupItemSyncer.PickupItemInit Method

|  |  |
| --- | --- |
| C# |  |
| [PunRPC()] public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) PickupItemInit(  [double](https://docs.microsoft.com/en-us/dotnet/api/system.double) *timeBase*,  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single)[] *inactivePickupsAndTimes* ) | |

Parameters

timeBase

|  |
| --- |
|  |

inactivePickupsAndTimes

|  |
| --- |
|  |

See Also

Applies to: [PickupItemSyncer](#topic_00000000000004FD)

PickupItemSyncer.RequestForPickupItems Method

|  |  |
| --- | --- |
| C# |  |
| [PunRPC()] public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RequestForPickupItems(  [PhotonMessageInfo](#topic_00000000000001F1) *msgInfo* ) | |

Parameters

msgInfo

|  |
| --- |
|  |

See Also

Applies to: [PickupItemSyncer](#topic_00000000000004FD)

PickupItemSyncer.RequestForPickupTimes Method

**NOTE: This member is now obsolete.**

Use RequestForPickupItems(PhotonMessageInfo msgInfo) with corrected typing instead.

|  |  |
| --- | --- |
| C# |  |
| [PunRPC()] [Obsolete("Use RequestForPickupItems(PhotonMessageInfo msgInfo) with corrected typing instead.")] public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RequestForPickupTimes(  [PhotonMessageInfo](#topic_00000000000001F1) *msgInfo* ) | |

Parameters

msgInfo

|  |
| --- |
|  |

See Also

Applies to: [PickupItemSyncer](#topic_00000000000004FD)

PickupItemSyncer.SendPickedUpItems Method

Summarizes all PickupItem ids and spawn times for new players. Calls RPC "PickupItemInit".

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SendPickedUpItems(  [PhotonPlayer](#topic_00000000000002C9) *targetPlayer* ) | |

Parameters

targetPlayer

|  |
| --- |
| The player to send the pickup times to. It's a targetted RPC. |

See Also

Applies to: [PickupItemSyncer](#topic_00000000000004FD)

IsWaitingForPickupInit Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsWaitingForPickupInit | |

See Also

Applies to: [PickupItemSyncer](#topic_00000000000004FD)

TimeDeltaToIgnore Field

|  |  |
| --- | --- |
| C# |  |
| private const [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) TimeDeltaToIgnore = 0.2 | |

See Also

Applies to: [PickupItemSyncer](#topic_00000000000004FD)

PingMonoEditor Class

Uses C# Socket class from System.Net.Sockets (as Unity usually does).

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[Photon.Realtime.PhotonPing](#topic_00000000000002BE)

**PingMonoEditor**

|  |  |
| --- | --- |
| C# |  |
| public class PingMonoEditor : [PhotonPing](#topic_00000000000002BE) | |

Remarks

Incompatible with Windows 8 Store/Phone API.

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Dispose](#topic_0000000000000349), [Done](#topic_0000000000000348), [Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [StartPing](#topic_0000000000000347), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[DebugString](#topic_00000000000002BF) (inherited from [PhotonPing](#topic_00000000000002BE)), [Successful](#topic_00000000000002C0) (inherited from [PhotonPing](#topic_00000000000002BE)), [sock](#topic_0000000000000346)

PingMonoEditor.Dispose Method

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Dispose() | |

See Also

Applies to: [PingMonoEditor](#topic_0000000000000345)

PingMonoEditor.Done Method

|  |  |
| --- | --- |
| C# |  |
| public override [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Done() | |

See Also

Applies to: [PingMonoEditor](#topic_0000000000000345)

PingMonoEditor.StartPing Method

Sends a "Photon Ping" to a server.

|  |  |
| --- | --- |
| C# |  |
| public override [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) StartPing(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *ip* ) | |

Parameters

ip

|  |
| --- |
| Address in IPv4 or IPv6 format. An address containing a '.' will be interpretet as IPv4. |

Returns

True if the Photon Ping could be sent.

See Also

Applies to: [PingMonoEditor](#topic_0000000000000345)

sock Field

|  |  |
| --- | --- |
| C# |  |
| private [Socket](https://docs.microsoft.com/en-us/dotnet/api/system.net.sockets.socket) sock | |

See Also

Applies to: [PingMonoEditor](#topic_0000000000000345)

Player Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[Photon.MonoBehaviour](#topic_00000000000001D0)

**Player**

|  |  |
| --- | --- |
| C# |  |
| public class Player : [MonoBehaviour](#topic_00000000000001D0) | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [photonView](#topic_00000000000001D2) (inherited from [MonoBehaviour](#topic_00000000000001D0)), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[Awake](#topic_00000000000006C4), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [Update](#topic_00000000000006C5), [checkInput](#topic_00000000000006C6)

Fields

[PlayerCamera](#topic_00000000000006BF), [PlayerNameText](#topic_00000000000006C1), [anim](#topic_00000000000006BE), [moveDirection](#topic_00000000000006C2), [moveSpeed](#topic_00000000000006C3), [photonView](#topic_00000000000006BC), [rb](#topic_00000000000006BD), [sr](#topic_00000000000006C0)

Player.Awake Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Awake() | |

See Also

Applies to: [Player](#topic_00000000000006BB)

Player.Update Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [Player](#topic_00000000000006BB)

Player.checkInput Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) checkInput() | |

See Also

Applies to: [Player](#topic_00000000000006BB)

PlayerCamera Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** PlayerCamera | |

See Also

Applies to: [Player](#topic_00000000000006BB)

PlayerNameText Field

|  |  |
| --- | --- |
| C# |  |
| public **Text** PlayerNameText | |

See Also

Applies to: [Player](#topic_00000000000006BB)

anim Field

|  |  |
| --- | --- |
| C# |  |
| public **Animator** anim | |

See Also

Applies to: [Player](#topic_00000000000006BB)

moveDirection Field

|  |  |
| --- | --- |
| C# |  |
| private **Vector2** moveDirection | |

See Also

Applies to: [Player](#topic_00000000000006BB)

moveSpeed Field

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) moveSpeed | |

See Also

Applies to: [Player](#topic_00000000000006BB)

photonView Field

|  |  |
| --- | --- |
| C# |  |
| public [PhotonView](#topic_000000000000031B) photonView | |

See Also

Applies to: [Player](#topic_00000000000006BB)

rb Field

|  |  |
| --- | --- |
| C# |  |
| public **Rigidbody2D** rb | |

See Also

Applies to: [Player](#topic_00000000000006BB)

sr Field

|  |  |
| --- | --- |
| C# |  |
| public **SpriteRenderer** sr | |

See Also

Applies to: [Player](#topic_00000000000006BB)

PlayerAttack Class

Player attack handler

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**PlayerAttack**

|  |  |
| --- | --- |
| C# |  |
| public class PlayerAttack : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[Attack](#topic_00000000000006CE), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [Start](#topic_00000000000006CC), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [Update](#topic_00000000000006CD)

Fields

[attackArea](#topic_00000000000006C8), [attacking](#topic_00000000000006C9), [timeToAttack](#topic_00000000000006CA), [timer](#topic_00000000000006CB)

PlayerAttack.Attack Method

Attack status

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Attack() | |

See Also

Applies to: [PlayerAttack](#topic_00000000000006C7)

PlayerAttack.Start Method

Get the attack area object from the player

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [PlayerAttack](#topic_00000000000006C7)

PlayerAttack.Update Method

Attacking type

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [PlayerAttack](#topic_00000000000006C7)

attackArea Field

the attackArea object

|  |  |
| --- | --- |
| C# |  |
| private **GameObject** attackArea | |

See Also

Applies to: [PlayerAttack](#topic_00000000000006C7)

attacking Field

Not in attack status

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) attacking | |

See Also

Applies to: [PlayerAttack](#topic_00000000000006C7)

timeToAttack Field

Attack time interval

|  |  |
| --- | --- |
| C# |  |
| private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) timeToAttack | |

See Also

Applies to: [PlayerAttack](#topic_00000000000006C7)

timer Field

|  |  |
| --- | --- |
| C# |  |
| private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) timer | |

See Also

Applies to: [PlayerAttack](#topic_00000000000006C7)

PlayerMovement Class

Player movement handler

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**PlayerMovement**

|  |  |
| --- | --- |
| C# |  |
| public class PlayerMovement : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [FixedUpdate](#topic_00000000000006D6), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [Move](#topic_00000000000006D8), [ProcessInputs](#topic_00000000000006D7), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [Start](#topic_00000000000006D4), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [Update](#topic_00000000000006D5), [checkFlipping](#topic_00000000000006D9)

Fields

[healthBar](#topic_00000000000006D3), [moveDirection](#topic_00000000000006D2), [moveSpeed](#topic_00000000000006D0), [rb](#topic_00000000000006D1)

PlayerMovement.FixedUpdate Method

Update movement

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) FixedUpdate() | |

See Also

Applies to: [PlayerMovement](#topic_00000000000006CF)

PlayerMovement.Move Method

Relcated the position of the character while moving

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Move() | |

See Also

Applies to: [PlayerMovement](#topic_00000000000006CF)

PlayerMovement.ProcessInputs Method

Get x, y axis

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ProcessInputs() | |

See Also

Applies to: [PlayerMovement](#topic_00000000000006CF)

PlayerMovement.Start Method

Update is called once per frame and initialize the health value

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [PlayerMovement](#topic_00000000000006CF)

PlayerMovement.Update Method

Update is called once per frame

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [PlayerMovement](#topic_00000000000006CF)

PlayerMovement.checkFlipping Method

Relcated the direction of the character

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) checkFlipping() | |

See Also

Applies to: [PlayerMovement](#topic_00000000000006CF)

healthBar Field

initialize the health bar

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [HealthBar](#topic_00000000000006A4) healthBar | |

See Also

Applies to: [PlayerMovement](#topic_00000000000006CF)

moveDirection Field

initialize the moving direction

|  |  |
| --- | --- |
| C# |  |
| private **Vector2** moveDirection | |

See Also

Applies to: [PlayerMovement](#topic_00000000000006CF)

moveSpeed Field

the speed of the character

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) moveSpeed | |

See Also

Applies to: [PlayerMovement](#topic_00000000000006CF)

rb Field

initialize the rigidbody

|  |  |
| --- | --- |
| C# |  |
| public **Rigidbody2D** rb | |

See Also

Applies to: [PlayerMovement](#topic_00000000000006CF)

PointedAtGameObjectInfo Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**PointedAtGameObjectInfo**

|  |  |
| --- | --- |
| C# |  |
| [RequireComponent(typeof(InputToEvent))] public class PointedAtGameObjectInfo : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnGUI](#topic_0000000000000508), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

PointedAtGameObjectInfo.OnGUI Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnGUI() | |

See Also

Applies to: [PointedAtGameObjectInfo](#topic_0000000000000507)

PunPlayerScores Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**PunPlayerScores**

|  |  |
| --- | --- |
| C# |  |
| public class PunPlayerScores : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[PlayerScoreProp](#topic_000000000000050A)

PlayerScoreProp Field

|  |  |
| --- | --- |
| C# |  |
| public const [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) PlayerScoreProp = @"score" | |

See Also

Applies to: [PunPlayerScores](#topic_0000000000000509)

PunRPC Class

Replacement for RPC attribute with different name. Used to flag methods as remote-callable.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[System.Attribute](https://docs.microsoft.com/en-us/dotnet/api/system.attribute)

**PunRPC**

|  |  |
| --- | --- |
| C# |  |
| public class PunRPC : [Attribute](https://docs.microsoft.com/en-us/dotnet/api/system.attribute) | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[TypeId](https://docs.microsoft.com/en-us/dotnet/api/system.attribute.typeid) (inherited from [Attribute](https://docs.microsoft.com/en-us/dotnet/api/system.attribute))

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.attribute.equals) (inherited from [Attribute](https://docs.microsoft.com/en-us/dotnet/api/system.attribute)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.attribute.gethashcode) (inherited from [Attribute](https://docs.microsoft.com/en-us/dotnet/api/system.attribute)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [IsDefaultAttribute](https://docs.microsoft.com/en-us/dotnet/api/system.attribute.isdefaultattribute) (inherited from [Attribute](https://docs.microsoft.com/en-us/dotnet/api/system.attribute)), [Match](https://docs.microsoft.com/en-us/dotnet/api/system.attribute.match) (inherited from [Attribute](https://docs.microsoft.com/en-us/dotnet/api/system.attribute)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

PunTeams Class

Implements teams in a room/game with help of player properties. Access them by PhotonPlayer.GetTeam extension.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**PunTeams**

|  |  |
| --- | --- |
| C# |  |
| public class PunTeams : **MonoBehaviour** | |

Remarks

Teams are defined by enum Team. Change this to get more / different teams.
There are no rules when / if you can join a team. You could add this in JoinTeam or something.

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnDisable](#topic_0000000000000517), [OnJoinedRoom](#topic_0000000000000518), [OnLeftRoom](#topic_0000000000000519), [OnPhotonPlayerConnected](#topic_000000000000051C), [OnPhotonPlayerDisconnected](#topic_000000000000051B), [OnPhotonPlayerPropertiesChanged](#topic_000000000000051A), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [Start](#topic_0000000000000516), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [UpdateTeams](#topic_000000000000051D)

Enumerations

[Team](#topic_0000000000000510)

Fields

[PlayersPerTeam](#topic_0000000000000514), [TeamPlayerProp](#topic_0000000000000515)

PunTeams.OnDisable Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnDisable() | |

See Also

Applies to: [PunTeams](#topic_000000000000050F)

PunTeams.OnJoinedRoom Method

Needed to update the team lists when joining a room.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnJoinedRoom() | |

Remarks

Called by PUN. See enum PhotonNetworkingMessage for an explanation.

See Also

Applies to: [PunTeams](#topic_000000000000050F)

PunTeams.OnLeftRoom Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnLeftRoom() | |

See Also

Applies to: [PunTeams](#topic_000000000000050F)

PunTeams.OnPhotonPlayerConnected Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonPlayerConnected(  [PhotonPlayer](#topic_00000000000002C9) *newPlayer* ) | |

Parameters

newPlayer

|  |
| --- |
|  |

See Also

Applies to: [PunTeams](#topic_000000000000050F)

PunTeams.OnPhotonPlayerDisconnected Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonPlayerDisconnected(  [PhotonPlayer](#topic_00000000000002C9) *otherPlayer* ) | |

Parameters

otherPlayer

|  |
| --- |
|  |

See Also

Applies to: [PunTeams](#topic_000000000000050F)

PunTeams.OnPhotonPlayerPropertiesChanged Method

Refreshes the team lists. It could be a non-team related property change, too.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonPlayerPropertiesChanged(  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] *playerAndUpdatedProps* ) | |

Parameters

playerAndUpdatedProps

|  |
| --- |
|  |

Remarks

Called by PUN. See enum PhotonNetworkingMessage for an explanation.

See Also

Applies to: [PunTeams](#topic_000000000000050F)

PunTeams.Start Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [PunTeams](#topic_000000000000050F)

PunTeams.UpdateTeams Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateTeams() | |

See Also

Applies to: [PunTeams](#topic_000000000000050F)

Team Enumeration

Enum defining the teams available. First team should be neutral (it's the default value any field of this enum gets).

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| blue | 2 | Enum defining the teams available. First team should be neutral (it's the default value any field of this enum gets). |
| none | 0 | Enum defining the teams available. First team should be neutral (it's the default value any field of this enum gets). |
| red | 1 | Enum defining the teams available. First team should be neutral (it's the default value any field of this enum gets). |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

See Also

Applies to: [PunTeams](#topic_000000000000050F)

PlayersPerTeam Field

The main list of teams with their player-lists. Automatically kept up to date.

|  |  |
| --- | --- |
| C# |  |
| public static [Dictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.dictionary-2)<[Team](#topic_0000000000000510), [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[PhotonPlayer](#topic_00000000000002C9)>> PlayersPerTeam | |

Remarks

Note that this is static. Can be accessed by PunTeam.PlayersPerTeam. You should not modify this.

See Also

Applies to: [PunTeams](#topic_000000000000050F)

TeamPlayerProp Field

Defines the player custom property name to use for team affinity of "this" player.

|  |  |
| --- | --- |
| C# |  |
| public const [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) TeamPlayerProp = @"team" | |

See Also

Applies to: [PunTeams](#topic_000000000000050F)

PunTurnManager Class

Pun turnBased Game manager.
Provides an Interface (IPunTurnManagerCallbacks) for the typical turn flow and logic, between players
Provides Extensions for PhotonPlayer, Room and RoomInfo to feature dedicated api for TurnBased Needs

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[Photon.MonoBehaviour](#topic_00000000000001D0)

[Photon.PunBehaviour](#topic_00000000000001D3)

**PunTurnManager**

|  |  |
| --- | --- |
| C# |  |
| public class PunTurnManager : [PunBehaviour](#topic_00000000000001D3) | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[ElapsedTimeInTurn](#topic_0000000000000524), [IsCompletedByAll](#topic_0000000000000526), [IsFinishedByMe](#topic_0000000000000527), [IsOver](#topic_0000000000000528), [RemainingSecondsInTurn](#topic_0000000000000525), [Turn](#topic_0000000000000522), [animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [photonView](#topic_00000000000001D2) (inherited from [MonoBehaviour](#topic_00000000000001D0)), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BeginTurn](#topic_0000000000000531), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetPlayerFinishedTurn](#topic_0000000000000533), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnConnectedToMaster](#topic_00000000000001E5) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnConnectedToPhoton](#topic_00000000000001D4) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnConnectionFail](#topic_00000000000001DE) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnCreatedRoom](#topic_00000000000001D9) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnCustomAuthenticationFailed](#topic_00000000000001EA) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnCustomAuthenticationResponse](#topic_00000000000001EB) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnDisconnectedFromPhoton](#topic_00000000000001DD) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnEvent](#topic_0000000000000534), [OnFailedToConnectToPhoton](#topic_00000000000001DC) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnJoinedLobby](#topic_00000000000001DA) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnJoinedRoom](#topic_00000000000001E1) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnLeftLobby](#topic_00000000000001DB) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnLeftRoom](#topic_00000000000001D5) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnLobbyStatisticsUpdate](#topic_00000000000001EE) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnMasterClientSwitched](#topic_00000000000001D6) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnOwnershipRequest](#topic_00000000000001ED) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnOwnershipTransfered](#topic_00000000000001F0) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnPhotonCreateRoomFailed](#topic_00000000000001D7) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnPhotonCustomRoomPropertiesChanged](#topic_0000000000000535), [OnPhotonInstantiate](#topic_00000000000001DF) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnPhotonJoinRoomFailed](#topic_00000000000001D8) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnPhotonMaxCccuReached](#topic_00000000000001E6) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnPhotonPlayerActivityChanged](#topic_00000000000001EF) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnPhotonPlayerConnected](#topic_00000000000001E2) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnPhotonPlayerDisconnected](#topic_00000000000001E3) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnPhotonPlayerPropertiesChanged](#topic_00000000000001E8) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnPhotonRandomJoinFailed](#topic_00000000000001E4) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnReceivedRoomListUpdate](#topic_00000000000001E0) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnUpdatedFriendList](#topic_00000000000001E9) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnWebRpcResponse](#topic_00000000000001EC) (inherited from [PunBehaviour](#topic_00000000000001D3)), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [SendMove](#topic_0000000000000532), [Start](#topic_000000000000052F), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [Update](#topic_0000000000000530)

Fields

[EvFinalMove](#topic_000000000000052D), [EvMove](#topic_000000000000052C), [TurnDuration](#topic_0000000000000523), [TurnManagerEventOffset](#topic_000000000000052B), [TurnManagerListener](#topic_0000000000000529), [\_isOverCallProcessed](#topic_000000000000052E), [finishedPlayers](#topic_000000000000052A)

PunTurnManager.ElapsedTimeInTurn Property

Gets the elapsed time in the current turn in seconds

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) ElapsedTimeInTurn {get;} | |

Property Value

The elapsed time in the turn.

See Also

Applies to: [PunTurnManager](#topic_0000000000000521)

PunTurnManager.IsCompletedByAll Property

Gets a value indicating whether the turn is completed by all.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsCompletedByAll {get;} | |

Property Value

true if this turn is completed by all; otherwise, false.

See Also

Applies to: [PunTurnManager](#topic_0000000000000521)

PunTurnManager.IsFinishedByMe Property

Gets a value indicating whether the current turn is finished by me.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsFinishedByMe {get;} | |

Property Value

true if the current turn is finished by me; otherwise, false.

See Also

Applies to: [PunTurnManager](#topic_0000000000000521)

PunTurnManager.IsOver Property

Gets a value indicating whether the current turn is over. That is the ElapsedTimeinTurn is greater or equal to the TurnDuration

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsOver {get;} | |

Property Value

true if the current turn is over; otherwise, false.

See Also

Applies to: [PunTurnManager](#topic_0000000000000521)

PunTurnManager.RemainingSecondsInTurn Property

Gets the remaining seconds for the current turn. Ranges from 0 to TurnDuration

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) RemainingSecondsInTurn {get;} | |

Property Value

The remaining seconds fo the current turn

See Also

Applies to: [PunTurnManager](#topic_0000000000000521)

PunTurnManager.Turn Property

Wraps accessing the "turn" custom properties of a room.

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) Turn {get; private set;} | |

Property Value

The turn index

See Also

Applies to: [PunTurnManager](#topic_0000000000000521)

PunTurnManager.BeginTurn Method

Tells the TurnManager to begins a new turn.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) BeginTurn() | |

See Also

Applies to: [PunTurnManager](#topic_0000000000000521)

PunTurnManager.GetPlayerFinishedTurn Method

Gets if the player finished the current turn.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) GetPlayerFinishedTurn(  [PhotonPlayer](#topic_00000000000002C9) *player* ) | |

Parameters

player

|  |
| --- |
| The Player to check for |

Returns

true, if player finished the current turn, false otherwise.

See Also

Applies to: [PunTurnManager](#topic_0000000000000521)

PunTurnManager.OnEvent Method

Called by PhotonNetwork.OnEventCall registration

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnEvent(  [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) *eventCode*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *content*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *senderId* ) | |

Parameters

eventCode

|  |
| --- |
| Event code. |

content

|  |
| --- |
| Content. |

senderId

|  |
| --- |
| Sender identifier. |

See Also

Applies to: [PunTurnManager](#topic_0000000000000521)

PunTurnManager.OnPhotonCustomRoomPropertiesChanged Method

Called by PhotonNetwork

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonCustomRoomPropertiesChanged(  **Hashtable** *propertiesThatChanged* ) | |

Parameters

propertiesThatChanged

|  |
| --- |
| Properties that changed. |

See Also

Applies to: [PunTurnManager](#topic_0000000000000521)

PunTurnManager.SendMove Method

Call to send an action. Optionally finish the turn, too.
The move object can be anything. Try to optimize though and only send the strict minimum set of information to define the turn move.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SendMove(  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *move*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *finished* ) | |

Parameters

move

|  |
| --- |
| <default> |

finished

|  |
| --- |
| <default> |

See Also

Applies to: [PunTurnManager](#topic_0000000000000521)

PunTurnManager.Start Method

Register for Event Call from PhotonNetwork.

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [PunTurnManager](#topic_0000000000000521)

PunTurnManager.Update Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [PunTurnManager](#topic_0000000000000521)

TurnDuration Field

The duration of the turn in seconds.

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) TurnDuration | |

See Also

Applies to: [PunTurnManager](#topic_0000000000000521)

TurnManagerListener Field

The turn manager listener. Set this to your own script instance to catch Callbacks

|  |  |
| --- | --- |
| C# |  |
| public [IPunTurnManagerCallbacks](#topic_0000000000000536) TurnManagerListener | |

See Also

Applies to: [PunTurnManager](#topic_0000000000000521)

\_isOverCallProcessed Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) \_isOverCallProcessed | |

See Also

Applies to: [PunTurnManager](#topic_0000000000000521)

finishedPlayers Field

The finished players.

|  |  |
| --- | --- |
| C# |  |
| new private readonly [HashSet](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.hashset-1)<[PhotonPlayer](#topic_00000000000002C9)> finishedPlayers | |

See Also

Applies to: [PunTurnManager](#topic_0000000000000521)

EvFinalMove Field

The Final Move event message byte. Used internaly for saving data in Room Custom Properties

See Also

Applies to: [PunTurnManager](#topic_0000000000000521)

EvMove Field

The Move event message byte. Used internaly for saving data in Room Custom Properties

See Also

Applies to: [PunTurnManager](#topic_0000000000000521)

TurnManagerEventOffset Field

The turn manager event offset event message byte. Used internaly for defining data in Room Custom Properties

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) TurnManagerEventOffset = 0 | |

See Also

Applies to: [PunTurnManager](#topic_0000000000000521)

QuitOnEscapeOrBack Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**QuitOnEscapeOrBack**

|  |  |
| --- | --- |
| C# |  |
| public class QuitOnEscapeOrBack : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [Update](#topic_0000000000000546)

QuitOnEscapeOrBack.Update Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [QuitOnEscapeOrBack](#topic_0000000000000545)

RaiseEventOptions Class

Aggregates several less-often used options for operation RaiseEvent. See field descriptions for usage details.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**RaiseEventOptions**

|  |  |
| --- | --- |
| C# |  |
| public class RaiseEventOptions | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Reset](#topic_000000000000014B), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[CachingOption](#topic_000000000000014C), [Default](#topic_000000000000014A), [Encrypt](#topic_0000000000000152), [ForwardToWebhook](#topic_0000000000000151), [InterestGroup](#topic_000000000000014D), [Receivers](#topic_000000000000014F), [SequenceChannel](#topic_0000000000000150), [TargetActors](#topic_000000000000014E)

RaiseEventOptions.Reset Method

Reset this instance. For better memory handling than instanciating a new one always,

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Reset() | |

See Also

Applies to: [RaiseEventOptions](#topic_0000000000000149)

CachingOption Field

Defines if the server should simply send the event, put it in the cache or remove events that are like this one.

|  |  |
| --- | --- |
| C# |  |
| public [EventCaching](#topic_000000000000011B) CachingOption | |

Remarks

When using option: SliceSetIndex, SlicePurgeIndex or SlicePurgeUpToIndex, set a CacheSliceIndex. All other options except SequenceChannel get ignored.

See Also

Applies to: [RaiseEventOptions](#topic_0000000000000149)

Default Field

Default options: CachingOption: DoNotCache, InterestGroup: 0, targetActors: null, receivers: Others, sequenceChannel: 0.

|  |  |
| --- | --- |
| C# |  |
| new public static readonly [RaiseEventOptions](#topic_0000000000000149) Default | |

See Also

Applies to: [RaiseEventOptions](#topic_0000000000000149)

Encrypt Field

Used along with CachingOption SliceSetIndex, SlicePurgeIndex or SlicePurgeUpToIndex if you want to set or purge a specific cache-slice.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Encrypt | |

See Also

Applies to: [RaiseEventOptions](#topic_0000000000000149)

ForwardToWebhook Field

Events can be forwarded to Webhooks, which can evaluate and use the events to follow the game's state.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ForwardToWebhook | |

See Also

Applies to: [RaiseEventOptions](#topic_0000000000000149)

InterestGroup Field

The number of the Interest Group to send this to. 0 goes to all users but to get 1 and up, clients must subscribe to the group first.

|  |  |
| --- | --- |
| C# |  |
| public [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) InterestGroup | |

See Also

Applies to: [RaiseEventOptions](#topic_0000000000000149)

Receivers Field

Sends the event to All, MasterClient or Others (default). Be careful with MasterClient, as the client might disconnect before it got the event and it gets lost.

|  |  |
| --- | --- |
| C# |  |
| public [ReceiverGroup](#topic_0000000000000117) Receivers | |

See Also

Applies to: [RaiseEventOptions](#topic_0000000000000149)

SequenceChannel Field

Events are ordered per "channel". If you have events that are independent of others, they can go into another sequence or channel.

|  |  |
| --- | --- |
| C# |  |
| public [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) SequenceChannel | |

See Also

Applies to: [RaiseEventOptions](#topic_0000000000000149)

TargetActors Field

A list of PhotonPlayer.IDs to send this event to. You can implement events that just go to specific users this way.

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32)[] TargetActors | |

See Also

Applies to: [RaiseEventOptions](#topic_0000000000000149)

Region Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**Region**

|  |  |
| --- | --- |
| C# |  |
| public class Region | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Parse](#topic_000000000000038B), [ToString](#topic_000000000000038C)

Fields

[Cluster](#topic_0000000000000386), [Code](#topic_0000000000000385), [HostAndPort](#topic_0000000000000387), [Ping](#topic_0000000000000388)

Region(CloudRegionCode) Constructor

|  |  |
| --- | --- |
| C# |  |
| public Region(  [CloudRegionCode](#topic_000000000000002B) *code* ) | |

Parameters

code

|  |
| --- |
|  |

See Also

Applies to: [Region](#topic_0000000000000384)

Region(CloudRegionCode, String, String) Constructor

|  |  |
| --- | --- |
| C# |  |
| public Region(  [CloudRegionCode](#topic_000000000000002B) *code*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *regionCodeString*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *address* ) | |

Parameters

code

|  |
| --- |
|  |

regionCodeString

|  |
| --- |
|  |

address

|  |
| --- |
|  |

See Also

Applies to: [Region](#topic_0000000000000384)

Region.Parse Method

|  |  |
| --- | --- |
| C# |  |
| public static [CloudRegionCode](#topic_000000000000002B) Parse(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *codeAsString* ) | |

Parameters

codeAsString

|  |
| --- |
|  |

See Also

Applies to: [Region](#topic_0000000000000384)

Region.ToString Method

|  |  |
| --- | --- |
| C# |  |
| public override [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ToString() | |

See Also

Applies to: [Region](#topic_0000000000000384)

Cluster Field

Unlike the CloudRegionCode, this may contain cluster information.

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) Cluster | |

See Also

Applies to: [Region](#topic_0000000000000384)

Code Field

|  |  |
| --- | --- |
| C# |  |
| public [CloudRegionCode](#topic_000000000000002B) Code | |

See Also

Applies to: [Region](#topic_0000000000000384)

HostAndPort Field

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) HostAndPort | |

See Also

Applies to: [Region](#topic_0000000000000384)

Ping Field

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) Ping | |

See Also

Applies to: [Region](#topic_0000000000000384)

Room Class

This class resembles a room that PUN joins (or joined).
The properties are settable as opposed to those of a RoomInfo and you can close or hide "your" room.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[RoomInfo](#topic_000000000000036E)

**Room**

|  |  |
| --- | --- |
| C# |  |
| public class Room : [RoomInfo](#topic_000000000000036E) | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[AutoCleanUp](#topic_000000000000035A), [CustomProperties](#topic_0000000000000371) (inherited from [RoomInfo](#topic_000000000000036E)), [EmptyRoomTtl](#topic_000000000000035F), [ExpectedUsers](#topic_000000000000035D), [IsLocalClientInside](#topic_0000000000000374) (inherited from [RoomInfo](#topic_000000000000036E)), [IsOpen](#topic_0000000000000357), [IsVisible](#topic_0000000000000358), [MaxPlayers](#topic_000000000000035B), [Name](#topic_0000000000000356), [PlayerCount](#topic_000000000000035C), [PlayerTtl](#topic_000000000000035E), [PropertiesListedInLobby](#topic_0000000000000359), [autoCleanUp](#topic_000000000000036A), [customProperties](#topic_000000000000037C) (inherited from [RoomInfo](#topic_000000000000036E)), [expectedUsers](#topic_000000000000036D), [isLocalClientInside](#topic_000000000000037F) (inherited from [RoomInfo](#topic_000000000000036E)), [maxPlayers](#topic_000000000000036B), [name](#topic_0000000000000366), [open](#topic_0000000000000367), [playerCount](#topic_000000000000036C), [propertiesListedInLobby](#topic_0000000000000369), [removedFromList](#topic_000000000000036F) (inherited from [RoomInfo](#topic_000000000000036E)), [visible](#topic_0000000000000368)

Methods

[ClearExpectedUsers](#topic_0000000000000362), [Equals](#topic_0000000000000378) (inherited from [RoomInfo](#topic_000000000000036E)), [GetHashCode](#topic_0000000000000379) (inherited from [RoomInfo](#topic_000000000000036E)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [SetCustomProperties](#topic_0000000000000360), [SetExpectedUsers](#topic_0000000000000363), [SetPropertiesListedInLobby](#topic_0000000000000361), [ToString](#topic_0000000000000364), [ToStringFull](#topic_0000000000000365)

Room.AutoCleanUp Property

Gets if this room uses autoCleanUp to remove all (buffered) RPCs and instantiated GameObjects when a player leaves.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) AutoCleanUp {get;} | |

See Also

Applies to: [Room](#topic_0000000000000355)

Room.EmptyRoomTtl Property

Room Time To Live. How long a room stays available (and in server-memory), after the last player becomes inactive. After this time, the room gets persisted or destroyed.

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) EmptyRoomTtl {get; set;} | |

See Also

Applies to: [Room](#topic_0000000000000355)

Room.ExpectedUsers Property

List of users who are expected to join this room. In matchmaking, Photon blocks a slot for each of these UserIDs out of the MaxPlayers.

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] ExpectedUsers {get;} | |

Remarks

The corresponding feature in Photon is called "Slot Reservation" and can be found in the doc pages.
Define expected players in the PhotonNetwork methods: CreateRoom, JoinRoom and JoinOrCreateRoom.

See Also

Applies to: [Room](#topic_0000000000000355)

Room.IsOpen Property

Defines if the room can be joined.
This does not affect listing in a lobby but joining the room will fail if not open.
If not open, the room is excluded from random matchmaking.
Due to racing conditions, found matches might become closed before they are joined.
Simply re-connect to master and find another.
Use property "visible" to not list the room.

|  |  |
| --- | --- |
| C# |  |
| new public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsOpen {get; set;} | |

See Also

Applies to: [Room](#topic_0000000000000355)

Room.IsVisible Property

Defines if the room is listed in its lobby.
Rooms can be created invisible, or changed to invisible.
To change if a room can be joined, use property: open.

|  |  |
| --- | --- |
| C# |  |
| new public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsVisible {get; set;} | |

See Also

Applies to: [Room](#topic_0000000000000355)

Room.MaxPlayers Property

Sets a limit of players to this room. This property is shown in lobby, too.
If the room is full (players count == maxplayers), joining this room will fail.

|  |  |
| --- | --- |
| C# |  |
| new public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) MaxPlayers {get; set;} | |

See Also

Applies to: [Room](#topic_0000000000000355)

Room.Name Property

The name of a room. Unique identifier (per Loadbalancing group) for a room/match.

|  |  |
| --- | --- |
| C# |  |
| new public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) Name {get;} | |

See Also

Applies to: [Room](#topic_0000000000000355)

Room.PlayerCount Property

Count of players in this room.

|  |  |
| --- | --- |
| C# |  |
| new public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) PlayerCount {get;} | |

See Also

Applies to: [Room](#topic_0000000000000355)

Room.PlayerTtl Property

Player Time To Live. How long any player can be inactive (due to disconnect or leave) before the user gets removed from the playerlist (freeing a slot).

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) PlayerTtl {get; set;} | |

See Also

Applies to: [Room](#topic_0000000000000355)

Room.PropertiesListedInLobby Property

A list of custom properties that should be forwarded to the lobby and listed there.

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] PropertiesListedInLobby {get; private set;} | |

See Also

Applies to: [Room](#topic_0000000000000355)

Room.autoCleanUp Property

**NOTE: This member is now obsolete.**

Please use AutoCleanUp (updated case for naming).

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Please use AutoCleanUp (updated case for naming).")] public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) autoCleanUp {get;} | |

See Also

Applies to: [Room](#topic_0000000000000355)

Room.expectedUsers Property

**NOTE: This member is now obsolete.**

Please use ExpectedUsers (updated case for naming).

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Please use ExpectedUsers (updated case for naming).")] public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] expectedUsers {get;} | |

See Also

Applies to: [Room](#topic_0000000000000355)

Room.maxPlayers Property

**NOTE: This member is now obsolete.**

Please use MaxPlayers (updated case for naming).

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Please use MaxPlayers (updated case for naming).")] new public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) maxPlayers {get; set;} | |

See Also

Applies to: [Room](#topic_0000000000000355)

Room.name Property

**NOTE: This member is now obsolete.**

Please use Name (updated case for naming).

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Please use Name (updated case for naming).")] new public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) name {get;} | |

See Also

Applies to: [Room](#topic_0000000000000355)

Room.open Property

**NOTE: This member is now obsolete.**

Please use IsOpen (updated case for naming).

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Please use IsOpen (updated case for naming).")] new public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) open {get; set;} | |

See Also

Applies to: [Room](#topic_0000000000000355)

Room.playerCount Property

**NOTE: This member is now obsolete.**

Please use PlayerCount (updated case for naming).

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Please use PlayerCount (updated case for naming).")] new public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) playerCount {get;} | |

See Also

Applies to: [Room](#topic_0000000000000355)

Room.propertiesListedInLobby Property

**NOTE: This member is now obsolete.**

Please use PropertiesListedInLobby (updated case for naming).

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Please use PropertiesListedInLobby (updated case for naming).")] public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] propertiesListedInLobby {get; private set;} | |

See Also

Applies to: [Room](#topic_0000000000000355)

Room.visible Property

**NOTE: This member is now obsolete.**

Please use IsVisible (updated case for naming).

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Please use IsVisible (updated case for naming).")] new public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) visible {get; set;} | |

See Also

Applies to: [Room](#topic_0000000000000355)

Room.ClearExpectedUsers Method

Attempts to remove all current expected users from the server's Slot Reservation list.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ClearExpectedUsers() | |

Remarks

Note that this operation can conflict with new/other users joining. They might be
adding users to the list of expected users before or after this client called ClearExpectedUsers.
This room's expectedUsers value will update, when the server sends a successful update.
Internals: This methods wraps up setting the ExpectedUsers property of a room.

See Also

Applies to: [Room](#topic_0000000000000355)

Room.SetCustomProperties Method

Updates the current room's Custom Properties with new/updated key-values.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetCustomProperties(  **Hashtable** *propertiesToSet*,  **Hashtable** *expectedValues* = null,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *webForward* = false ) | |

Parameters

propertiesToSet

|  |
| --- |
| The new properties to be set. |

expectedValues

|  |
| --- |
| At least one property key/value set to check server-side. Key and value must be correct. Ignored in OfflineMode. |

webForward

|  |
| --- |
| Set to true, to forward the set properties to a WebHook, defined for this app (in Dashboard). Ignored in OfflineMode. |

Remarks

Custom Properties are a key-value set (Hashtable) which is available to all players in a room.
They can relate to the room or individual players and are useful when only the current value
of something is of interest. For example: The map of a room.
All keys must be strings.
The Room and the PhotonPlayer class both have SetCustomProperties methods.
Also, both classes offer access to current key-values by: customProperties.
Always use SetCustomProperties to change values.
To reduce network traffic, set only values that actually changed.
New properties are added, existing values are updated.
Other values will not be changed, so only provide values that changed or are new.
To delete a named (custom) property of this room, use null as value.
Locally, SetCustomProperties will update it's cache without delay.
Other clients are updated through Photon (the server) with a fitting operation.
**Check and Swap**
SetCustomProperties have the option to do a server-side Check-And-Swap (CAS):
Values only get updated if the expected values are correct.
The expectedValues can be different key/values than the propertiesToSet. So you can
check some key and set another key's value (if the check succeeds).
If the client's knowledge of properties is wrong or outdated, it can't set values with CAS.
This can be useful to keep players from concurrently setting values. For example: If all players
try to pickup some card or item, only one should get it. With CAS, only the first SetProperties
gets executed server-side and any other (sent at the same time) fails.
The server will broadcast successfully changed values and the local "cache" of customProperties
only gets updated after a roundtrip (if anything changed).
You can do a "webForward": Photon will send the changed properties to a WebHook defined
for your application.
**OfflineMode**
While PhotonNetwork.offlineMode is true, the expectedValues and webForward parameters are ignored.
In OfflineMode, the local customProperties values are immediately updated (without the roundtrip).

See Also

Applies to: [Room](#topic_0000000000000355)

Room.SetExpectedUsers Method

Attempts to set the current expected users list.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetExpectedUsers(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] *expectedUsers* ) | |

Parameters

expectedUsers

|  |
| --- |
|  |

Remarks

Note that this operation can conflict with new/other users joining. They might be
adding users to the list of expected users before or after this client called SetExpectedUsers.
If the list changes before this operation arrives, the server will not modify the list and
SetExpectedUsers() fails.
This room's expectedUsers value will be sent by the server.
Internals: This methods wraps up setting the ExpectedUsers property of a room.

See Also

Applies to: [Room](#topic_0000000000000355)

Room.SetPropertiesListedInLobby Method

Enables you to define the properties available in the lobby if not all properties are needed to pick a room.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetPropertiesListedInLobby(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] *propsListedInLobby* ) | |

Parameters

propsListedInLobby

|  |
| --- |
| An array of custom room property names to forward to the lobby. |

Remarks

It makes sense to limit the amount of properties sent to users in the lobby as this improves speed and stability.

See Also

Applies to: [Room](#topic_0000000000000355)

Room.ToString Method

Returns a summary of this Room instance as string.

|  |  |
| --- | --- |
| C# |  |
| public override [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ToString() | |

Returns

Summary of this Room instance.

See Also

Applies to: [Room](#topic_0000000000000355)

Room.ToStringFull Method

Returns a summary of this Room instance as longer string, including Custom Properties.

|  |  |
| --- | --- |
| C# |  |
| new public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ToStringFull() | |

Returns

Summary of this Room instance.

See Also

Applies to: [Room](#topic_0000000000000355)

RoomInfo Class

A simplified room with just the info required to list and join, used for the room listing in the lobby.
The properties are not settable (open, MaxPlayers, etc).

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**RoomInfo**

[Room](#topic_0000000000000355)

|  |  |
| --- | --- |
| C# |  |
| public class RoomInfo | |

Remarks

This class resembles info about available rooms, as sent by the Master server's lobby.
Consider all values as readonly. None are synced (only updated by events by server).

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[CustomProperties](#topic_0000000000000371), [IsLocalClientInside](#topic_0000000000000374), [IsOpen](#topic_0000000000000376), [IsVisible](#topic_0000000000000377), [MaxPlayers](#topic_0000000000000375), [Name](#topic_0000000000000372), [PlayerCount](#topic_0000000000000373), [customProperties](#topic_000000000000037C), [isLocalClientInside](#topic_000000000000037F), [maxPlayers](#topic_0000000000000380), [name](#topic_000000000000037D), [open](#topic_0000000000000381), [playerCount](#topic_000000000000037E), [removedFromList](#topic_000000000000036F), [visible](#topic_0000000000000382)

Methods

[Equals](#topic_0000000000000378), [GetHashCode](#topic_0000000000000379), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](#topic_000000000000037A), [ToStringFull](#topic_000000000000037B)

Fields

[customPropertiesField](#topic_0000000000000370)

RoomInfo.CustomProperties Property

Read-only "cache" of custom properties of a room. Set via Room.SetCustomProperties (not available for RoomInfo class!).

|  |  |
| --- | --- |
| C# |  |
| public **Hashtable** CustomProperties {get;} | |

Remarks

All keys are string-typed and the values depend on the game/application.

See Also

Applies to: [RoomInfo](#topic_000000000000036E)

RoomInfo.IsLocalClientInside Property

State if the local client is already in the game or still going to join it on gameserver (in lobby always false).

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsLocalClientInside {get; set;} | |

See Also

Applies to: [RoomInfo](#topic_000000000000036E)

RoomInfo.IsOpen Property

Defines if the room can be joined.
This does not affect listing in a lobby but joining the room will fail if not open.
If not open, the room is excluded from random matchmaking.
Due to racing conditions, found matches might become closed before they are joined.
Simply re-connect to master and find another.
Use property "IsVisible" to not list the room.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsOpen {get;} | |

Remarks

As part of RoomInfo this can't be set.
As part of a Room (which the player joined), the setter will update the server and all clients.

See Also

Applies to: [RoomInfo](#topic_000000000000036E)

RoomInfo.IsVisible Property

Defines if the room is listed in its lobby.
Rooms can be created invisible, or changed to invisible.
To change if a room can be joined, use property: open.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsVisible {get;} | |

Remarks

As part of RoomInfo this can't be set.
As part of a Room (which the player joined), the setter will update the server and all clients.

See Also

Applies to: [RoomInfo](#topic_000000000000036E)

RoomInfo.MaxPlayers Property

Sets a limit of players to this room. This property is shown in lobby, too.
If the room is full (players count == maxplayers), joining this room will fail.

|  |  |
| --- | --- |
| C# |  |
| public [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) MaxPlayers {get;} | |

Remarks

As part of RoomInfo this can't be set.
As part of a Room (which the player joined), the setter will update the server and all clients.

See Also

Applies to: [RoomInfo](#topic_000000000000036E)

RoomInfo.Name Property

The name of a room. Unique identifier (per Loadbalancing group) for a room/match.

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) Name {get;} | |

See Also

Applies to: [RoomInfo](#topic_000000000000036E)

RoomInfo.PlayerCount Property

Only used internally in lobby, to display number of players in room (while you're not in).

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) PlayerCount {get; private set;} | |

See Also

Applies to: [RoomInfo](#topic_000000000000036E)

RoomInfo.customProperties Property

**NOTE: This member is now obsolete.**

Please use CustomProperties (updated case for naming).

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Please use CustomProperties (updated case for naming).")] public **Hashtable** customProperties {get;} | |

See Also

Applies to: [RoomInfo](#topic_000000000000036E)

RoomInfo.isLocalClientInside Property

**NOTE: This member is now obsolete.**

Please use IsLocalClientInside (updated case for naming).

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Please use IsLocalClientInside (updated case for naming).")] public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isLocalClientInside {get; set;} | |

See Also

Applies to: [RoomInfo](#topic_000000000000036E)

RoomInfo.maxPlayers Property

**NOTE: This member is now obsolete.**

Please use MaxPlayers (updated case for naming).

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Please use MaxPlayers (updated case for naming).")] public [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) maxPlayers {get;} | |

See Also

Applies to: [RoomInfo](#topic_000000000000036E)

RoomInfo.name Property

**NOTE: This member is now obsolete.**

Please use Name (updated case for naming).

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Please use Name (updated case for naming).")] public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) name {get;} | |

See Also

Applies to: [RoomInfo](#topic_000000000000036E)

RoomInfo.open Property

**NOTE: This member is now obsolete.**

Please use IsOpen (updated case for naming).

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Please use IsOpen (updated case for naming).")] public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) open {get;} | |

See Also

Applies to: [RoomInfo](#topic_000000000000036E)

RoomInfo.playerCount Property

**NOTE: This member is now obsolete.**

Please use PlayerCount (updated case for naming).

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Please use PlayerCount (updated case for naming).")] public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) playerCount {get; set;} | |

See Also

Applies to: [RoomInfo](#topic_000000000000036E)

RoomInfo.removedFromList Property

Used internally in lobby, to mark rooms that are no longer listed.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) removedFromList {get;} | |

See Also

Applies to: [RoomInfo](#topic_000000000000036E)

RoomInfo.visible Property

**NOTE: This member is now obsolete.**

Please use IsVisible (updated case for naming).

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Please use IsVisible (updated case for naming).")] public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) visible {get;} | |

See Also

Applies to: [RoomInfo](#topic_000000000000036E)

RoomInfo.Equals Method

Makes RoomInfo comparable (by name).

|  |  |
| --- | --- |
| C# |  |
| public override [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Equals(  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *other* ) | |

Parameters

other

|  |
| --- |
|  |

See Also

Applies to: [RoomInfo](#topic_000000000000036E)

RoomInfo.GetHashCode Method

Accompanies Equals, using the name's HashCode as return.

|  |  |
| --- | --- |
| C# |  |
| public override [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) GetHashCode() | |

See Also

Applies to: [RoomInfo](#topic_000000000000036E)

RoomInfo.ToString Method

Simple printingin method.

|  |  |
| --- | --- |
| C# |  |
| public override [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ToString() | |

Returns

Summary of this RoomInfo instance.

See Also

Applies to: [RoomInfo](#topic_000000000000036E)

RoomInfo.ToStringFull Method

Simple printingin method.

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ToStringFull() | |

Returns

Summary of this RoomInfo instance.

See Also

Applies to: [RoomInfo](#topic_000000000000036E)

customPropertiesField Field

Backing field for property.

|  |  |
| --- | --- |
| C# |  |
| new private **Hashtable** customPropertiesField | |

See Also

Applies to: [RoomInfo](#topic_000000000000036E)

RoomOptions Class

Wraps up common room properties needed when you create rooms. Read the individual entries for more details.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**RoomOptions**

|  |  |
| --- | --- |
| C# |  |
| public class RoomOptions | |

Remarks

This directly maps to the fields in the Room class.

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[CleanupCacheOnLeave](#topic_0000000000000135), [DeleteNullProperties](#topic_000000000000013E), [IsOpen](#topic_0000000000000130), [IsVisible](#topic_000000000000012E), [PublishUserId](#topic_000000000000013C), [SuppressRoomEvents](#topic_000000000000013A), [cleanupCacheOnLeave](#topic_0000000000000143), [customRoomProperties](#topic_0000000000000144), [customRoomPropertiesForLobby](#topic_0000000000000145), [isOpen](#topic_0000000000000141), [isVisible](#topic_0000000000000140), [maxPlayers](#topic_0000000000000142), [plugins](#topic_0000000000000146), [publishUserId](#topic_0000000000000148), [suppressRoomEvents](#topic_0000000000000147)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[CustomRoomProperties](#topic_0000000000000137), [CustomRoomPropertiesForLobby](#topic_0000000000000138), [EmptyRoomTtl](#topic_0000000000000134), [MaxPlayers](#topic_0000000000000132), [PlayerTtl](#topic_0000000000000133), [Plugins](#topic_0000000000000139), [cleanupCacheOnLeaveField](#topic_0000000000000136), [deleteNullPropertiesField](#topic_000000000000013F), [isOpenField](#topic_0000000000000131), [isVisibleField](#topic_000000000000012F), [publishUserIdField](#topic_000000000000013D), [suppressRoomEventsField](#topic_000000000000013B)

RoomOptions.CleanupCacheOnLeave Property

Removes a user's events and properties from the room when a user leaves.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) CleanupCacheOnLeave {get; set;} | |

Remarks

This makes sense when in rooms where players can't place items in the room and just vanish entirely.
When you disable this, the event history can become too long to load if the room stays in use indefinitely.
Default: true. Cleans up the cache and props of leaving users.

See Also

Applies to: [RoomOptions](#topic_000000000000012D)

RoomOptions.DeleteNullProperties Property

Optionally, properties get deleted, when null gets assigned as value. Defaults to off / false.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) DeleteNullProperties {get; set;} | |

Remarks

When Op SetProperties is setting a key's value to null, the server and clients should remove the key/value from the Custom Properties.
By default, the server keeps the keys (and null values) and sends them to joining players.
Important: Only when SetProperties does a "broadcast", the change (key, value = null) is sent to clients to update accordingly.
This applies to Custom Properties for rooms and actors/players.

See Also

Applies to: [RoomOptions](#topic_000000000000012D)

RoomOptions.IsOpen Property

Defines if this room can be joined at all.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsOpen {get; set;} | |

Remarks

If a room is closed, no player can join this. As example this makes sense when 3 of 4 possible players
start their gameplay early and don't want anyone to join during the game.
The room can still be listed in the lobby (set IsVisible to control lobby-visibility).

See Also

Applies to: [RoomOptions](#topic_000000000000012D)

RoomOptions.IsVisible Property

Defines if this room is listed in the lobby. If not, it also is not joined randomly.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsVisible {get; set;} | |

Remarks

A room that is not visible will be excluded from the room lists that are sent to the clients in lobbies.
An invisible room can be joined by name but is excluded from random matchmaking.
Use this to "hide" a room and simulate "private rooms". Players can exchange a roomname and create it
invisble to avoid anyone else joining it.

See Also

Applies to: [RoomOptions](#topic_000000000000012D)

RoomOptions.PublishUserId Property

Defines if the UserIds of players get "published" in the room. Useful for FindFriends, if players want to play another game together.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) PublishUserId {get; set;} | |

Remarks

When you set this to true, Photon will publish the UserIds of the players in that room.
In that case, you can use PhotonPlayer.UserId, to access any player's userID.
This is useful for FindFriends and to set "expected users" to reserve slots in a room (see PhotonNetwork.JoinRoom e.g.).

See Also

Applies to: [RoomOptions](#topic_000000000000012D)

RoomOptions.SuppressRoomEvents Property

Tells the server to skip room events for joining and leaving players.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) SuppressRoomEvents {get;} | |

Remarks

Using this makes the client unaware of the other players in a room.
That can save some traffic if you have some server logic that updates players
but it can also limit the client's usability.
PUN will break if you use this, so it's not settable.

See Also

Applies to: [RoomOptions](#topic_000000000000012D)

RoomOptions.cleanupCacheOnLeave Property

**NOTE: This member is now obsolete.**

Use property with uppercase naming instead.

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Use property with uppercase naming instead.")] public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) cleanupCacheOnLeave {get; set;} | |

See Also

Applies to: [RoomOptions](#topic_000000000000012D)

RoomOptions.customRoomProperties Property

**NOTE: This member is now obsolete.**

Use property with uppercase naming instead.

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Use property with uppercase naming instead.")] public **Hashtable** customRoomProperties {get; set;} | |

See Also

Applies to: [RoomOptions](#topic_000000000000012D)

RoomOptions.customRoomPropertiesForLobby Property

**NOTE: This member is now obsolete.**

Use property with uppercase naming instead.

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Use property with uppercase naming instead.")] public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] customRoomPropertiesForLobby {get; set;} | |

See Also

Applies to: [RoomOptions](#topic_000000000000012D)

RoomOptions.isOpen Property

**NOTE: This member is now obsolete.**

Use property with uppercase naming instead.

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Use property with uppercase naming instead.")] public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isOpen {get; set;} | |

See Also

Applies to: [RoomOptions](#topic_000000000000012D)

RoomOptions.isVisible Property

**NOTE: This member is now obsolete.**

Use property with uppercase naming instead.

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Use property with uppercase naming instead.")] public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isVisible {get; set;} | |

See Also

Applies to: [RoomOptions](#topic_000000000000012D)

RoomOptions.maxPlayers Property

**NOTE: This member is now obsolete.**

Use property with uppercase naming instead.

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Use property with uppercase naming instead.")] public [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) maxPlayers {get; set;} | |

See Also

Applies to: [RoomOptions](#topic_000000000000012D)

RoomOptions.plugins Property

**NOTE: This member is now obsolete.**

Use property with uppercase naming instead.

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Use property with uppercase naming instead.")] public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] plugins {get; set;} | |

See Also

Applies to: [RoomOptions](#topic_000000000000012D)

RoomOptions.publishUserId Property

**NOTE: This member is now obsolete.**

Use property with uppercase naming instead.

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Use property with uppercase naming instead.")] public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) publishUserId {get; set;} | |

See Also

Applies to: [RoomOptions](#topic_000000000000012D)

RoomOptions.suppressRoomEvents Property

**NOTE: This member is now obsolete.**

Use property with uppercase naming instead.

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Use property with uppercase naming instead.")] public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) suppressRoomEvents {get;} | |

See Also

Applies to: [RoomOptions](#topic_000000000000012D)

CustomRoomProperties Field

The room's custom properties to set. Use string keys!

|  |  |
| --- | --- |
| C# |  |
| public **Hashtable** CustomRoomProperties | |

Remarks

Custom room properties are any key-values you need to define the game's setup.
The shorter your keys are, the better.
Example: Map, Mode (could be "m" when used with "Map"), TileSet (could be "t").

See Also

Applies to: [RoomOptions](#topic_000000000000012D)

CustomRoomPropertiesForLobby Field

Defines the custom room properties that get listed in the lobby.

|  |  |
| --- | --- |
| C# |  |
| new public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] CustomRoomPropertiesForLobby | |

Remarks

Name the custom room properties that should be available to clients that are in a lobby.
Use with care. Unless a custom property is essential for matchmaking or user info, it should
not be sent to the lobby, which causes traffic and delays for clients in the lobby.
Default: No custom properties are sent to the lobby.

See Also

Applies to: [RoomOptions](#topic_000000000000012D)

EmptyRoomTtl Field

Time To Live (TTL) for a room when the last player leaves. Keeps room in memory for case a player re-joins soon. In milliseconds.

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) EmptyRoomTtl | |

See Also

Applies to: [RoomOptions](#topic_000000000000012D)

MaxPlayers Field

Max number of players that can be in the room at any time. 0 means "no limit".

|  |  |
| --- | --- |
| C# |  |
| public [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) MaxPlayers | |

See Also

Applies to: [RoomOptions](#topic_000000000000012D)

PlayerTtl Field

Time To Live (TTL) for an 'actor' in a room. If a client disconnects, this actor is inactive first and removed after this timeout. In milliseconds.

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) PlayerTtl | |

See Also

Applies to: [RoomOptions](#topic_000000000000012D)

Plugins Field

Informs the server of the expected plugin setup.

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] Plugins | |

Remarks

The operation will fail in case of a plugin missmatch returning error code PluginMismatch 32757(0x7FFF - 10).
Setting string[]{} means the client expects no plugin to be setup.
Note: for backwards compatibility null omits any check.

See Also

Applies to: [RoomOptions](#topic_000000000000012D)

cleanupCacheOnLeaveField Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) cleanupCacheOnLeaveField | |

See Also

Applies to: [RoomOptions](#topic_000000000000012D)

deleteNullPropertiesField Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) deleteNullPropertiesField | |

See Also

Applies to: [RoomOptions](#topic_000000000000012D)

isOpenField Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isOpenField | |

See Also

Applies to: [RoomOptions](#topic_000000000000012D)

isVisibleField Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isVisibleField | |

See Also

Applies to: [RoomOptions](#topic_000000000000012D)

publishUserIdField Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) publishUserIdField | |

See Also

Applies to: [RoomOptions](#topic_000000000000012D)

suppressRoomEventsField Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) suppressRoomEventsField | |

See Also

Applies to: [RoomOptions](#topic_000000000000012D)

SceneManagerHelper Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**SceneManagerHelper**

|  |  |
| --- | --- |
| C# |  |
| public class SceneManagerHelper | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[ActiveSceneBuildIndex](#topic_0000000000000211), [ActiveSceneName](#topic_0000000000000210), [EditorActiveSceneName](#topic_0000000000000212)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

SceneManagerHelper.ActiveSceneBuildIndex Property

|  |  |
| --- | --- |
| C# |  |
| public static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) ActiveSceneBuildIndex {get;} | |

See Also

Applies to: [SceneManagerHelper](#topic_000000000000020F)

SceneManagerHelper.ActiveSceneName Property

|  |  |
| --- | --- |
| C# |  |
| public static [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ActiveSceneName {get;} | |

See Also

Applies to: [SceneManagerHelper](#topic_000000000000020F)

SceneManagerHelper.EditorActiveSceneName Property

|  |  |
| --- | --- |
| C# |  |
| public static [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) EditorActiveSceneName {get;} | |

See Also

Applies to: [SceneManagerHelper](#topic_000000000000020F)

ScoreExtensions Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**ScoreExtensions**

|  |  |
| --- | --- |
| C# |  |
| public static class ScoreExtensions | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[AddScore](#topic_000000000000050D), [Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetScore](#topic_000000000000050E), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [SetScore](#topic_000000000000050C), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

ScoreExtensions.AddScore Method

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) AddScore(  this [PhotonPlayer](#topic_00000000000002C9) *player*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *scoreToAddToCurrent* ) | |

Parameters

player

|  |
| --- |
|  |

scoreToAddToCurrent

|  |
| --- |
|  |

See Also

Applies to: [ScoreExtensions](#topic_000000000000050B)

ScoreExtensions.GetScore Method

|  |  |
| --- | --- |
| C# |  |
| public static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) GetScore(  this [PhotonPlayer](#topic_00000000000002C9) *player* ) | |

Parameters

player

|  |
| --- |
|  |

See Also

Applies to: [ScoreExtensions](#topic_000000000000050B)

ScoreExtensions.SetScore Method

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetScore(  this [PhotonPlayer](#topic_00000000000002C9) *player*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *newScore* ) | |

Parameters

player

|  |
| --- |
|  |

newScore

|  |
| --- |
|  |

See Also

Applies to: [ScoreExtensions](#topic_000000000000050B)

ServerSettings Class

Collection of connection-relevant settings, used internally by PhotonNetwork.ConnectUsingSettings.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.ScriptableObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.scriptableobject)

**ServerSettings**

|  |  |
| --- | --- |
| C# |  |
| [Serializable()] public class ServerSettings : **ScriptableObject** | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[BestRegionCodeInPreferences](#topic_00000000000003AA), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [IsAppId](#topic_00000000000003A9), [ResetBestRegionCodeInPreferences](#topic_00000000000003AB), [SetDirty](https://docs.microsoft.com/en-us/dotnet/api/unityengine.scriptableobject.setdirty) (inherited from **ScriptableObject**), [ToString](#topic_00000000000003AC), [UseCloud](#topic_00000000000003A6), [UseCloudBestRegion](#topic_00000000000003A5), [UseMyServer](#topic_00000000000003A8)

Enumerations

[HostingOption](#topic_000000000000038E)

Fields

[AppID](#topic_0000000000000394), [ChatAppID](#topic_0000000000000396), [DisableAutoOpenWizard](#topic_00000000000003A4), [EnableLobbyStatistics](#topic_000000000000039F), [EnabledRegions](#topic_0000000000000399), [HostType](#topic_0000000000000397), [JoinLobby](#topic_000000000000039E), [NetworkLogging](#topic_00000000000003A1), [PreferredRegion](#topic_0000000000000398), [Protocol](#topic_000000000000039A), [PunLogging](#topic_00000000000003A0), [RpcList](#topic_00000000000003A3), [RunInBackground](#topic_00000000000003A2), [ServerAddress](#topic_000000000000039B), [ServerPort](#topic_000000000000039C), [VoiceAppID](#topic_0000000000000395), [VoiceServerPort](#topic_000000000000039D)

ServerSettings.BestRegionCodeInPreferences Property

Gets the best region code in preferences.
This composes the PhotonHandler, since its Internal and can not be accessed by the custom inspector

|  |  |
| --- | --- |
| C# |  |
| public static [CloudRegionCode](#topic_000000000000002B) BestRegionCodeInPreferences {get;} | |

Property Value

The best region code in preferences.

See Also

Applies to: [ServerSettings](#topic_000000000000038D)

ServerSettings.IsAppId Method

Checks if a string is a Guid by attempting to create one.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsAppId(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *val* ) | |

Parameters

val

|  |
| --- |
| The potential guid to check. |

Returns

True if new Guid(val) did not fail.

See Also

Applies to: [ServerSettings](#topic_000000000000038D)

ServerSettings.ResetBestRegionCodeInPreferences Method

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ResetBestRegionCodeInPreferences() | |

See Also

Applies to: [ServerSettings](#topic_000000000000038D)

ServerSettings.ToString Method

Returns the name of the object.

|  |  |
| --- | --- |
| C# |  |
| public override [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ToString() | |

Returns

The name returned by ToString.

See Also

Applies to: [ServerSettings](#topic_000000000000038D)

ServerSettings.UseCloud (String) Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UseCloud(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *cloudAppid* ) | |

Parameters

cloudAppid

|  |
| --- |
|  |

See Also

Applies to: [ServerSettings](#topic_000000000000038D)

ServerSettings.UseCloud (String, CloudRegionCode) Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UseCloud(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *cloudAppid*,  [CloudRegionCode](#topic_000000000000002B) *code* ) | |

Parameters

cloudAppid

|  |
| --- |
|  |

code

|  |
| --- |
|  |

See Also

Applies to: [ServerSettings](#topic_000000000000038D)

ServerSettings.UseCloudBestRegion Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UseCloudBestRegion(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *cloudAppid* ) | |

Parameters

cloudAppid

|  |
| --- |
|  |

See Also

Applies to: [ServerSettings](#topic_000000000000038D)

ServerSettings.UseMyServer Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UseMyServer(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *serverAddress*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *serverPort*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *application* ) | |

Parameters

serverAddress

|  |
| --- |
|  |

serverPort

|  |
| --- |
|  |

application

|  |
| --- |
|  |

See Also

Applies to: [ServerSettings](#topic_000000000000038D)

HostingOption Enumeration

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| BestRegion | 4 |  |
| NotSet | 0 |  |
| OfflineMode | 3 |  |
| PhotonCloud | 1 |  |
| SelfHosted | 2 |  |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

See Also

Applies to: [ServerSettings](#topic_000000000000038D)

AppID Field

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) AppID | |

See Also

Applies to: [ServerSettings](#topic_000000000000038D)

ChatAppID Field

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ChatAppID | |

See Also

Applies to: [ServerSettings](#topic_000000000000038D)

DisableAutoOpenWizard Field

|  |  |
| --- | --- |
| C# |  |
| [HideInInspector()] public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) DisableAutoOpenWizard | |

See Also

Applies to: [ServerSettings](#topic_000000000000038D)

EnableLobbyStatistics Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) EnableLobbyStatistics | |

See Also

Applies to: [ServerSettings](#topic_000000000000038D)

EnabledRegions Field

|  |  |
| --- | --- |
| C# |  |
| public [CloudRegionFlag](#topic_000000000000003A) EnabledRegions | |

See Also

Applies to: [ServerSettings](#topic_000000000000038D)

HostType Field

|  |  |
| --- | --- |
| C# |  |
| public [HostingOption](#topic_000000000000038E) HostType | |

See Also

Applies to: [ServerSettings](#topic_000000000000038D)

JoinLobby Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) JoinLobby | |

See Also

Applies to: [ServerSettings](#topic_000000000000038D)

NetworkLogging Field

|  |  |
| --- | --- |
| C# |  |
| public **DebugLevel** NetworkLogging | |

See Also

Applies to: [ServerSettings](#topic_000000000000038D)

PreferredRegion Field

|  |  |
| --- | --- |
| C# |  |
| public [CloudRegionCode](#topic_000000000000002B) PreferredRegion | |

See Also

Applies to: [ServerSettings](#topic_000000000000038D)

Protocol Field

|  |  |
| --- | --- |
| C# |  |
| public **ConnectionProtocol** Protocol | |

See Also

Applies to: [ServerSettings](#topic_000000000000038D)

PunLogging Field

|  |  |
| --- | --- |
| C# |  |
| public [PhotonLogLevel](#topic_000000000000001F) PunLogging | |

See Also

Applies to: [ServerSettings](#topic_000000000000038D)

RpcList Field

|  |  |
| --- | --- |
| C# |  |
| new public [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[string](https://docs.microsoft.com/en-us/dotnet/api/system.string)> RpcList | |

See Also

Applies to: [ServerSettings](#topic_000000000000038D)

RunInBackground Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) RunInBackground | |

See Also

Applies to: [ServerSettings](#topic_000000000000038D)

ServerAddress Field

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ServerAddress | |

See Also

Applies to: [ServerSettings](#topic_000000000000038D)

ServerPort Field

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) ServerPort | |

See Also

Applies to: [ServerSettings](#topic_000000000000038D)

VoiceAppID Field

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) VoiceAppID | |

See Also

Applies to: [ServerSettings](#topic_000000000000038D)

VoiceServerPort Field

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) VoiceServerPort | |

See Also

Applies to: [ServerSettings](#topic_000000000000038D)

ShowStatusWhenConnecting Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**ShowStatusWhenConnecting**

|  |  |
| --- | --- |
| C# |  |
| public class ShowStatusWhenConnecting : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetConnectingDots](#topic_000000000000054A), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnGUI](#topic_0000000000000549), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[Skin](#topic_0000000000000548)

ShowStatusWhenConnecting.GetConnectingDots Method

|  |  |
| --- | --- |
| C# |  |
| private [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) GetConnectingDots() | |

See Also

Applies to: [ShowStatusWhenConnecting](#topic_0000000000000547)

ShowStatusWhenConnecting.OnGUI Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnGUI() | |

See Also

Applies to: [ShowStatusWhenConnecting](#topic_0000000000000547)

Skin Field

|  |  |
| --- | --- |
| C# |  |
| public **GUISkin** Skin | |

See Also

Applies to: [ShowStatusWhenConnecting](#topic_0000000000000547)

SmoothSyncMovement Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[Photon.MonoBehaviour](#topic_00000000000001D0)

**SmoothSyncMovement**

|  |  |
| --- | --- |
| C# |  |
| [RequireComponent(typeof(PhotonView))] public class SmoothSyncMovement : [MonoBehaviour](#topic_00000000000001D0),  [IPunObservable](#topic_00000000000001AC) | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [photonView](#topic_00000000000001D2) (inherited from [MonoBehaviour](#topic_00000000000001D0)), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[Awake](#topic_000000000000054D), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnPhotonSerializeView](#topic_000000000000054E), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [Update](#topic_0000000000000551)

Fields

[SmoothingDelay](#topic_000000000000054C), [correctPlayerPos](#topic_000000000000054F), [correctPlayerRot](#topic_0000000000000550)

SmoothSyncMovement.Awake Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Awake() | |

See Also

Applies to: [SmoothSyncMovement](#topic_000000000000054B)

SmoothSyncMovement.OnPhotonSerializeView Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonSerializeView(  [PhotonStream](#topic_00000000000001F8) *stream*,  [PhotonMessageInfo](#topic_00000000000001F1) *info* ) | |

Parameters

stream

|  |
| --- |
|  |

info

|  |
| --- |
|  |

See Also

Applies to: [SmoothSyncMovement](#topic_000000000000054B)

SmoothSyncMovement.Update Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [SmoothSyncMovement](#topic_000000000000054B)

SmoothingDelay Field

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) SmoothingDelay | |

See Also

Applies to: [SmoothSyncMovement](#topic_000000000000054B)

correctPlayerPos Field

|  |  |
| --- | --- |
| C# |  |
| private **Vector3** correctPlayerPos | |

See Also

Applies to: [SmoothSyncMovement](#topic_000000000000054B)

correctPlayerRot Field

|  |  |
| --- | --- |
| C# |  |
| private **Quaternion** correctPlayerRot | |

See Also

Applies to: [SmoothSyncMovement](#topic_000000000000054B)

SupportLogger Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**SupportLogger**

|  |  |
| --- | --- |
| C# |  |
| public class SupportLogger : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [Start](#topic_0000000000000554), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[LogTrafficStats](#topic_0000000000000553)

SupportLogger.Start Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [SupportLogger](#topic_0000000000000552)

LogTrafficStats Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) LogTrafficStats | |

See Also

Applies to: [SupportLogger](#topic_0000000000000552)

SupportLogging Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**SupportLogging**

|  |  |
| --- | --- |
| C# |  |
| public class SupportLogging : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [LogBasics](#topic_000000000000055A), [LogStats](#topic_0000000000000559), [OnApplicationQuit](#topic_0000000000000558), [OnConnectedToPhoton](#topic_000000000000055B), [OnCreatedRoom](#topic_000000000000055F), [OnDisconnectedFromPhoton](#topic_0000000000000561), [OnFailedToConnectToPhoton](#topic_000000000000055C), [OnJoinedLobby](#topic_000000000000055D), [OnJoinedRoom](#topic_000000000000055E), [OnLeftRoom](#topic_0000000000000560), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [Start](#topic_0000000000000557), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[LogTrafficStats](#topic_0000000000000556)

SupportLogging.LogBasics Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) LogBasics() | |

See Also

Applies to: [SupportLogging](#topic_0000000000000555)

SupportLogging.LogStats Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) LogStats() | |

See Also

Applies to: [SupportLogging](#topic_0000000000000555)

SupportLogging.OnApplicationQuit Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnApplicationQuit() | |

See Also

Applies to: [SupportLogging](#topic_0000000000000555)

SupportLogging.OnConnectedToPhoton Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnConnectedToPhoton() | |

See Also

Applies to: [SupportLogging](#topic_0000000000000555)

SupportLogging.OnCreatedRoom Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnCreatedRoom() | |

See Also

Applies to: [SupportLogging](#topic_0000000000000555)

SupportLogging.OnDisconnectedFromPhoton Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnDisconnectedFromPhoton() | |

See Also

Applies to: [SupportLogging](#topic_0000000000000555)

SupportLogging.OnFailedToConnectToPhoton Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnFailedToConnectToPhoton(  [DisconnectCause](#topic_0000000000000199) *cause* ) | |

Parameters

cause

|  |
| --- |
|  |

See Also

Applies to: [SupportLogging](#topic_0000000000000555)

SupportLogging.OnJoinedLobby Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnJoinedLobby() | |

See Also

Applies to: [SupportLogging](#topic_0000000000000555)

SupportLogging.OnJoinedRoom Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnJoinedRoom() | |

See Also

Applies to: [SupportLogging](#topic_0000000000000555)

SupportLogging.OnLeftRoom Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnLeftRoom() | |

See Also

Applies to: [SupportLogging](#topic_0000000000000555)

SupportLogging.Start Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [SupportLogging](#topic_0000000000000555)

LogTrafficStats Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) LogTrafficStats | |

See Also

Applies to: [SupportLogging](#topic_0000000000000555)

TeamExtensions Class

Extension used for PunTeams and PhotonPlayer class. Wraps access to the player's custom property.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**TeamExtensions**

|  |  |
| --- | --- |
| C# |  |
| public static class TeamExtensions | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetTeam](#topic_000000000000051F), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [SetTeam](#topic_0000000000000520), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

TeamExtensions.GetTeam Method

Extension for PhotonPlayer class to wrap up access to the player's custom property.

|  |  |
| --- | --- |
| C# |  |
| public static [Team](#topic_0000000000000510) GetTeam(  this [PhotonPlayer](#topic_00000000000002C9) *player* ) | |

Parameters

player

|  |
| --- |
|  |

Returns

PunTeam.Team.none if no team was found (yet).

See Also

Applies to: [TeamExtensions](#topic_000000000000051E)

TeamExtensions.SetTeam Method

Switch that player's team to the one you assign.

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetTeam(  this [PhotonPlayer](#topic_00000000000002C9) *player*,  [Team](#topic_0000000000000510) *team* ) | |

Parameters

player

|  |
| --- |
| <default> |

team

|  |
| --- |
| <default> |

Remarks

Internally checks if this player is in that team already or not. Only team switches are actually sent.

See Also

Applies to: [TeamExtensions](#topic_000000000000051E)

TurnExtensions Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**TurnExtensions**

|  |  |
| --- | --- |
| C# |  |
| public static class TurnExtensions | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetFinishedTurn](#topic_0000000000000543), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetTurn](#topic_0000000000000541), [GetTurnStart](#topic_0000000000000542), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [SetFinishedTurn](#topic_0000000000000544), [SetTurn](#topic_0000000000000540), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[FinishedTurnPropKey](#topic_000000000000053F), [TurnPropKey](#topic_000000000000053D), [TurnStartPropKey](#topic_000000000000053E)

TurnExtensions.GetFinishedTurn Method

gets the player's finished turn (from the ROOM properties)

|  |  |
| --- | --- |
| C# |  |
| public static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) GetFinishedTurn(  this [PhotonPlayer](#topic_00000000000002C9) *player* ) | |

Parameters

player

|  |
| --- |
| Player reference |

Returns

The finished turn index

See Also

Applies to: [TurnExtensions](#topic_000000000000053C)

TurnExtensions.GetTurn Method

Gets the current turn from a RoomInfo

|  |  |
| --- | --- |
| C# |  |
| public static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) GetTurn(  this [RoomInfo](#topic_000000000000036E) *room* ) | |

Parameters

room

|  |
| --- |
| RoomInfo reference |

Returns

The turn index

See Also

Applies to: [TurnExtensions](#topic_000000000000053C)

TurnExtensions.GetTurnStart Method

Returns the start time when the turn began. This can be used to calculate how long it's going on.

|  |  |
| --- | --- |
| C# |  |
| public static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) GetTurnStart(  this [RoomInfo](#topic_000000000000036E) *room* ) | |

Parameters

room

|  |
| --- |
| Room. |

Returns

The turn start.

See Also

Applies to: [TurnExtensions](#topic_000000000000053C)

TurnExtensions.SetFinishedTurn Method

Sets the player's finished turn (in the ROOM properties)

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetFinishedTurn(  this [PhotonPlayer](#topic_00000000000002C9) *player*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *turn* ) | |

Parameters

player

|  |
| --- |
| Player Reference |

turn

|  |
| --- |
| Turn Index |

See Also

Applies to: [TurnExtensions](#topic_000000000000053C)

TurnExtensions.SetTurn Method

Sets the turn.

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetTurn(  this [Room](#topic_0000000000000355) *room*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *turn*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *setStartTime* = false ) | |

Parameters

room

|  |
| --- |
| Room reference |

turn

|  |
| --- |
| Turn index |

setStartTime

|  |
| --- |
| If set to true set start time. |

See Also

Applies to: [TurnExtensions](#topic_000000000000053C)

FinishedTurnPropKey Field

Finished Turn of Actor (followed by number)

|  |  |
| --- | --- |
| C# |  |
| public static readonly [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) FinishedTurnPropKey | |

See Also

Applies to: [TurnExtensions](#topic_000000000000053C)

TurnPropKey Field

currently ongoing turn number

|  |  |
| --- | --- |
| C# |  |
| public static readonly [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) TurnPropKey | |

See Also

Applies to: [TurnExtensions](#topic_000000000000053C)

TurnStartPropKey Field

start (server) time for currently ongoing turn (used to calculate end)

|  |  |
| --- | --- |
| C# |  |
| public static readonly [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) TurnStartPropKey | |

See Also

Applies to: [TurnExtensions](#topic_000000000000053C)

TypedLobby Class

Refers to a specific lobby (and type) on the server.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**TypedLobby**

[TypedLobbyInfo](#topic_000000000000015F)

|  |  |
| --- | --- |
| C# |  |
| public class TypedLobby | |

Remarks

The name and type are the unique identifier for a lobby.  
Join a lobby via PhotonNetwork.JoinLobby(TypedLobby lobby).  
The current lobby is stored in PhotonNetwork.lobby.

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[IsDefault](#topic_000000000000015B)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](#topic_000000000000015E)

Fields

[Default](#topic_000000000000015A), [Name](#topic_0000000000000158), [Type](#topic_0000000000000159)

TypedLobby Constructor

|  |  |
| --- | --- |
| C# |  |
| public TypedLobby() | |

See Also

Applies to: [TypedLobby](#topic_0000000000000157)

TypedLobby(String, LobbyType) Constructor

|  |  |
| --- | --- |
| C# |  |
| public TypedLobby(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *name*,  [LobbyType](#topic_0000000000000153) *type* ) | |

Parameters

name

|  |
| --- |
|  |

type

|  |
| --- |
|  |

See Also

Applies to: [TypedLobby](#topic_0000000000000157)

TypedLobby.IsDefault Property

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsDefault {get;} | |

See Also

Applies to: [TypedLobby](#topic_0000000000000157)

TypedLobby.ToString Method

|  |  |
| --- | --- |
| C# |  |
| public override [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ToString() | |

See Also

Applies to: [TypedLobby](#topic_0000000000000157)

Default Field

|  |  |
| --- | --- |
| C# |  |
| new public static readonly [TypedLobby](#topic_0000000000000157) Default | |

See Also

Applies to: [TypedLobby](#topic_0000000000000157)

Name Field

Name of the lobby this game gets added to. Default: null, attached to default lobby. Lobbies are unique per lobbyName plus lobbyType, so the same name can be used when several types are existing.

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) Name | |

See Also

Applies to: [TypedLobby](#topic_0000000000000157)

Type Field

Type of the (named)lobby this game gets added to

|  |  |
| --- | --- |
| C# |  |
| public [LobbyType](#topic_0000000000000153) Type | |

See Also

Applies to: [TypedLobby](#topic_0000000000000157)

TypedLobbyInfo Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[TypedLobby](#topic_0000000000000157)

**TypedLobbyInfo**

|  |  |
| --- | --- |
| C# |  |
| public class TypedLobbyInfo : [TypedLobby](#topic_0000000000000157) | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[IsDefault](#topic_000000000000015B) (inherited from [TypedLobby](#topic_0000000000000157))

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](#topic_0000000000000162)

Fields

[Default](#topic_000000000000015A) (inherited from [TypedLobby](#topic_0000000000000157)), [Name](#topic_0000000000000158) (inherited from [TypedLobby](#topic_0000000000000157)), [PlayerCount](#topic_0000000000000160), [RoomCount](#topic_0000000000000161), [Type](#topic_0000000000000159) (inherited from [TypedLobby](#topic_0000000000000157))

TypedLobbyInfo.ToString Method

|  |  |
| --- | --- |
| C# |  |
| public override [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ToString() | |

See Also

Applies to: [TypedLobbyInfo](#topic_000000000000015F)

PlayerCount Field

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) PlayerCount | |

See Also

Applies to: [TypedLobbyInfo](#topic_000000000000015F)

RoomCount Field

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) RoomCount | |

See Also

Applies to: [TypedLobbyInfo](#topic_000000000000015F)

WebRpcResponse Class

Reads an operation response of a WebRpc and provides convenient access to most common values.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**WebRpcResponse**

|  |  |
| --- | --- |
| C# |  |
| public class WebRpcResponse | |

Remarks

See method PhotonNetwork.WebRpc.  
Create a WebRpcResponse to access common result values.  
The operationResponse.OperationCode should be: OperationCode.WebRpc.

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[DebugMessage](#topic_0000000000000216), [Name](#topic_0000000000000214), [Parameters](#topic_0000000000000217), [ReturnCode](#topic_0000000000000215)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToStringFull](#topic_0000000000000219)

WebRpcResponse Constructor

An OperationResponse for a WebRpc is needed to read it's values.

|  |  |
| --- | --- |
| C# |  |
| public WebRpcResponse(  **OperationResponse** *response* ) | |

Parameters

response

|  |
| --- |
|  |

See Also

Applies to: [WebRpcResponse](#topic_0000000000000213)

WebRpcResponse.DebugMessage Property

Might be empty or null.

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) DebugMessage {get; private set;} | |

See Also

Applies to: [WebRpcResponse](#topic_0000000000000213)

WebRpcResponse.Name Property

Name of the WebRpc that was called.

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) Name {get; private set;} | |

See Also

Applies to: [WebRpcResponse](#topic_0000000000000213)

WebRpcResponse.Parameters Property

Other key/values returned by the webservice that answered the WebRpc.

|  |  |
| --- | --- |
| C# |  |
| public [Dictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.dictionary-2)<[string](https://docs.microsoft.com/en-us/dotnet/api/system.string), [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)> Parameters {get; private set;} | |

See Also

Applies to: [WebRpcResponse](#topic_0000000000000213)

WebRpcResponse.ReturnCode Property

ReturnCode of the WebService that answered the WebRpc.

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) ReturnCode {get; private set;} | |

Remarks

0 is commonly used to signal success.  
-1 tells you: Got no ReturnCode from WebRpc service.  
Other ReturnCodes are defined by the individual WebRpc and service.

See Also

Applies to: [WebRpcResponse](#topic_0000000000000213)

WebRpcResponse.ToStringFull Method

Turns the response into an easier to read string.

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ToStringFull() | |

Returns

String resembling the result.

See Also

Applies to: [WebRpcResponse](#topic_0000000000000213)

IPunCallbacks Interface

This interface is used as definition of all callback methods of PUN, except OnPhotonSerializeView. Preferably, implement them individually.

|  |  |
| --- | --- |
| C# |  |
| public interface IPunCallbacks | |

Remarks

This interface is available for completeness, more than for actually implementing it in a game.
You can implement each method individually in any MonoMehaviour, without implementing IPunCallbacks.
PUN calls all callbacks by name. Don't use implement callbacks with fully qualified name.
Example: IPunCallbacks.OnConnectedToPhoton won't get called by Unity's SendMessage().
PUN will call these methods on any script that implements them, analog to Unity's events and callbacks.
The situation that triggers the call is described per method.
OnPhotonSerializeView is NOT called like these callbacks! It's usage frequency is much higher and it is implemented in: IPunObservable.

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[OnConnectedToMaster](#topic_00000000000001C0), [OnConnectedToPhoton](#topic_00000000000001AF), [OnConnectionFail](#topic_00000000000001B8), [OnCreatedRoom](#topic_00000000000001B4), [OnCustomAuthenticationFailed](#topic_00000000000001C5), [OnCustomAuthenticationResponse](#topic_00000000000001C6), [OnDisconnectedFromPhoton](#topic_00000000000001B9), [OnFailedToConnectToPhoton](#topic_00000000000001B7), [OnJoinedLobby](#topic_00000000000001B5), [OnJoinedRoom](#topic_00000000000001BC), [OnLeftLobby](#topic_00000000000001B6), [OnLeftRoom](#topic_00000000000001B0), [OnLobbyStatisticsUpdate](#topic_00000000000001C9), [OnMasterClientSwitched](#topic_00000000000001B1), [OnOwnershipRequest](#topic_00000000000001C8), [OnOwnershipTransfered](#topic_00000000000001CB), [OnPhotonCreateRoomFailed](#topic_00000000000001B2), [OnPhotonCustomRoomPropertiesChanged](#topic_00000000000001C2), [OnPhotonInstantiate](#topic_00000000000001BA), [OnPhotonJoinRoomFailed](#topic_00000000000001B3), [OnPhotonMaxCccuReached](#topic_00000000000001C1), [OnPhotonPlayerActivityChanged](#topic_00000000000001CA), [OnPhotonPlayerConnected](#topic_00000000000001BD), [OnPhotonPlayerDisconnected](#topic_00000000000001BE), [OnPhotonPlayerPropertiesChanged](#topic_00000000000001C3), [OnPhotonRandomJoinFailed](#topic_00000000000001BF), [OnReceivedRoomListUpdate](#topic_00000000000001BB), [OnUpdatedFriendList](#topic_00000000000001C4), [OnWebRpcResponse](#topic_00000000000001C7)

IPunCallbacks.OnConnectedToMaster Method

Called after the connection to the master is established and authenticated but only when PhotonNetwork.autoJoinLobby is false.

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnConnectedToMaster() | |

Remarks

If you set PhotonNetwork.autoJoinLobby to true, OnJoinedLobby() will be called instead of this.
You can join rooms and create them even without being in a lobby. The default lobby is used in that case.
The list of available rooms won't become available unless you join a lobby via PhotonNetwork.joinLobby.

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunCallbacks.OnConnectedToPhoton Method

Called when the initial connection got established but before you can use the server. OnJoinedLobby() or OnConnectedToMaster() are called when PUN is ready.

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnConnectedToPhoton() | |

Remarks

This callback is only useful to detect if the server can be reached at all (technically).
Most often, it's enough to implement OnFailedToConnectToPhoton() and OnDisconnectedFromPhoton().
*OnJoinedLobby() or OnConnectedToMaster() are called when PUN is ready.*
When this is called, the low level connection is established and PUN will send your AppId, the user, etc in the background.
This is not called for transitions from the masterserver to game servers.

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunCallbacks.OnConnectionFail Method

Called when something causes the connection to fail (after it was established), followed by a call to OnDisconnectedFromPhoton().

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnConnectionFail(  [DisconnectCause](#topic_0000000000000199) *cause* ) | |

Parameters

cause

|  |
| --- |
|  |

Remarks

If the server could not be reached in the first place, OnFailedToConnectToPhoton is called instead.
The reason for the error is provided as DisconnectCause.

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunCallbacks.OnCreatedRoom Method

Called when this client created a room and entered it. OnJoinedRoom() will be called as well.

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnCreatedRoom() | |

Remarks

This callback is only called on the client which created a room (see PhotonNetwork.CreateRoom).
As any client might close (or drop connection) anytime, there is a chance that the
creator of a room does not execute OnCreatedRoom.
If you need specific room properties or a "start signal", it is safer to implement
OnMasterClientSwitched() and to make the new MasterClient check the room's state.

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunCallbacks.OnCustomAuthenticationFailed Method

Called when the custom authentication failed. Followed by disconnect!

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnCustomAuthenticationFailed(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *debugMessage* ) | |

Parameters

debugMessage

|  |
| --- |
| Contains a debug message why authentication failed. This has to be fixed during development time. |

Remarks

Custom Authentication can fail due to user-input, bad tokens/secrets.
If authentication is successful, this method is not called. Implement OnJoinedLobby() or OnConnectedToMaster() (as usual).
During development of a game, it might also fail due to wrong configuration on the server side.
In those cases, logging the debugMessage is very important.
Unless you setup a custom authentication service for your app (in the [Dashboard](https://www.photonengine.com/dashboard)),
this won't be called!

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunCallbacks.OnCustomAuthenticationResponse Method

Called when your Custom Authentication service responds with additional data.

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnCustomAuthenticationResponse(  [Dictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.dictionary-2)<[string](https://docs.microsoft.com/en-us/dotnet/api/system.string), [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)> *data* ) | |

Parameters

data

|  |
| --- |
|  |

Remarks

Custom Authentication services can include some custom data in their response.
When present, that data is made available in this callback as Dictionary.
While the keys of your data have to be strings, the values can be either string or a number (in Json).
You need to make extra sure, that the value type is the one you expect. Numbers become (currently) int64.
Example: void OnCustomAuthenticationResponse(Dictionary<string, object> data) { ... }

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunCallbacks.OnDisconnectedFromPhoton Method

Called after disconnecting from the Photon server.

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnDisconnectedFromPhoton() | |

Remarks

In some cases, other callbacks are called before OnDisconnectedFromPhoton is called.
Examples: OnConnectionFail() and OnFailedToConnectToPhoton().

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunCallbacks.OnFailedToConnectToPhoton Method

Called if a connect call to the Photon server failed before the connection was established, followed by a call to OnDisconnectedFromPhoton().

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnFailedToConnectToPhoton(  [DisconnectCause](#topic_0000000000000199) *cause* ) | |

Parameters

cause

|  |
| --- |
|  |

Remarks

This is called when no connection could be established at all.
It differs from OnConnectionFail, which is called when an existing connection fails.

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunCallbacks.OnJoinedLobby Method

Called on entering a lobby on the Master Server. The actual room-list updates will call OnReceivedRoomListUpdate().

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnJoinedLobby() | |

Remarks

Note: When PhotonNetwork.autoJoinLobby is false, OnConnectedToMaster() will be called and the room list won't become available.
While in the lobby, the roomlist is automatically updated in fixed intervals (which you can't modify).
The room list gets available when OnReceivedRoomListUpdate() gets called after OnJoinedLobby().

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunCallbacks.OnJoinedRoom Method

Called when entering a room (by creating or joining it). Called on all clients (including the Master Client).

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnJoinedRoom() | |

Remarks

This method is commonly used to instantiate player characters.
If a match has to be started "actively", you can call an [PunRPC](@ref PhotonView.RPC) triggered by a user's button-press or a timer.
When this is called, you can usually already access the existing players in the room via PhotonNetwork.playerList.
Also, all custom properties should be already available as Room.customProperties. Check Room.playerCount to find out if
enough players are in the room to start playing.

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunCallbacks.OnLeftLobby Method

Called after leaving a lobby.

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnLeftLobby() | |

Remarks

When you leave a lobby, [CreateRoom](@ref PhotonNetwork.CreateRoom) and [JoinRandomRoom](@ref PhotonNetwork.JoinRandomRoom)
automatically refer to the default lobby.

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunCallbacks.OnLeftRoom Method

Called when the local user/client left a room.

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnLeftRoom() | |

Remarks

When leaving a room, PUN brings you back to the Master Server.
Before you can use lobbies and join or create rooms, OnJoinedLobby() or OnConnectedToMaster() will get called again.

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunCallbacks.OnLobbyStatisticsUpdate Method

Called when the Master Server sent an update for the Lobby Statistics, updating PhotonNetwork.LobbyStatistics.

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnLobbyStatisticsUpdate() | |

Remarks

This callback has two preconditions:
EnableLobbyStatistics must be set to true, before this client connects.
And the client has to be connected to the Master Server, which is providing the info about lobbies.

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunCallbacks.OnMasterClientSwitched Method

Called after switching to a new MasterClient when the current one leaves.

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnMasterClientSwitched(  [PhotonPlayer](#topic_00000000000002C9) *newMasterClient* ) | |

Parameters

newMasterClient

|  |
| --- |
|  |

Remarks

This is not called when this client enters a room.
The former MasterClient is still in the player list when this method get called.

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunCallbacks.OnOwnershipRequest Method

Called when another player requests ownership of a PhotonView from you (the current owner).

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnOwnershipRequest(  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] *viewAndPlayer* ) | |

Parameters

viewAndPlayer

|  |
| --- |
| The PhotonView is viewAndPlayer[0] and the requesting player is viewAndPlayer[1]. |

Remarks

The parameter viewAndPlayer contains:
PhotonView view = viewAndPlayer[0] as PhotonView;
PhotonPlayer requestingPlayer = viewAndPlayer[1] as PhotonPlayer;

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunCallbacks.OnOwnershipTransfered Method

Called when ownership of a PhotonView is transfered to another player.

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnOwnershipTransfered(  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] *viewAndPlayers* ) | |

Parameters

viewAndPlayers

|  |
| --- |
|  |

Remarks

The parameter viewAndPlayers contains:
PhotonView view = viewAndPlayers[0] as PhotonView;
PhotonPlayer newOwner = viewAndPlayers[1] as PhotonPlayer;
PhotonPlayer oldOwner = viewAndPlayers[2] as PhotonPlayer;

Example

void OnOwnershipTransfered(object[] viewAndPlayers) {} //

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunCallbacks.OnPhotonCreateRoomFailed Method

Called when a CreateRoom() call failed. The parameter provides ErrorCode and message (as array).

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonCreateRoomFailed(  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] *codeAndMsg* ) | |

Parameters

codeAndMsg

|  |
| --- |
| codeAndMsg[0] is short ErrorCode and codeAndMsg[1] is a string debug msg. |

Remarks

Most likely because the room name is already in use (some other client was faster than you).
PUN logs some info if the PhotonNetwork.logLevel is >= PhotonLogLevel.Informational.

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunCallbacks.OnPhotonCustomRoomPropertiesChanged Method

Called when a room's custom properties changed. The propertiesThatChanged contains all that was set via Room.SetCustomProperties.

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonCustomRoomPropertiesChanged(  **Hashtable** *propertiesThatChanged* ) | |

Parameters

propertiesThatChanged

|  |
| --- |
| <default> |

Remarks

Since v1.25 this method has one parameter: Hashtable propertiesThatChanged.  
Changing properties must be done by Room.SetCustomProperties, which causes this callback locally, too.

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunCallbacks.OnPhotonInstantiate Method

Called on all scripts on a GameObject (and children) that have been Instantiated using PhotonNetwork.Instantiate.

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonInstantiate(  [PhotonMessageInfo](#topic_00000000000001F1) *info* ) | |

Parameters

info

|  |
| --- |
|  |

Remarks

PhotonMessageInfo parameter provides info about who created the object and when (based off PhotonNetworking.time).

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunCallbacks.OnPhotonJoinRoomFailed Method

Called when a JoinRoom() call failed. The parameter provides ErrorCode and message (as array).

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonJoinRoomFailed(  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] *codeAndMsg* ) | |

Parameters

codeAndMsg

|  |
| --- |
| codeAndMsg[0] is short ErrorCode and codeAndMsg[1] is string debug msg. |

Remarks

Most likely error is that the room does not exist or the room is full (some other client was faster than you).
PUN logs some info if the PhotonNetwork.logLevel is >= PhotonLogLevel.Informational.

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunCallbacks.OnPhotonMaxCccuReached Method

Because the concurrent user limit was (temporarily) reached, this client is rejected by the server and disconnecting.

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonMaxCccuReached() | |

Remarks

When this happens, the user might try again later. You can't create or join rooms in OnPhotonMaxCcuReached(), cause the client will be disconnecting.
You can raise the CCU limits with a new license (when you host yourself) or extended subscription (when using the Photon Cloud).
The Photon Cloud will mail you when the CCU limit was reached. This is also visible in the Dashboard (webpage).

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunCallbacks.OnPhotonPlayerActivityChanged Method

Called when a remote Photon Player activity changed. This will be called ONLY if PlayerTtl is greater than 0.

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonPlayerActivityChanged(  [PhotonPlayer](#topic_00000000000002C9) *otherPlayer* ) | |

Parameters

otherPlayer

|  |
| --- |
|  |

Remarks

Use PhotonPlayer.IsInactive to check a player's current activity state.
Example: void OnPhotonPlayerActivityChanged(PhotonPlayer otherPlayer) {...}
This callback has precondition:
PlayerTtl must be greater than 0.

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunCallbacks.OnPhotonPlayerConnected Method

Called when a remote player entered the room. This PhotonPlayer is already added to the playerlist at this time.

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonPlayerConnected(  [PhotonPlayer](#topic_00000000000002C9) *newPlayer* ) | |

Parameters

newPlayer

|  |
| --- |
|  |

Remarks

If your game starts with a certain number of players, this callback can be useful to check the
Room.playerCount and find out if you can start.

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunCallbacks.OnPhotonPlayerDisconnected Method

Called when a remote player left the room. This PhotonPlayer is already removed from the playerlist at this time.

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonPlayerDisconnected(  [PhotonPlayer](#topic_00000000000002C9) *otherPlayer* ) | |

Parameters

otherPlayer

|  |
| --- |
|  |

Remarks

When your client calls PhotonNetwork.leaveRoom, PUN will call this method on the remaining clients.
When a remote client drops connection or gets closed, this callback gets executed. after a timeout
of several seconds.

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunCallbacks.OnPhotonPlayerPropertiesChanged Method

Called when custom player-properties are changed. Player and the changed properties are passed as object[].

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonPlayerPropertiesChanged(  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] *playerAndUpdatedProps* ) | |

Parameters

playerAndUpdatedProps

|  |
| --- |
| Contains PhotonPlayer and the properties that changed See remarks. |

Remarks

Since v1.25 this method has one parameter: object[] playerAndUpdatedProps, which contains two entries.  
[0] is the affected PhotonPlayer.  
[1] is the Hashtable of properties that changed.  
We are using a object[] due to limitations of Unity's GameObject.SendMessage (which has only one optional parameter).
Changing properties must be done by PhotonPlayer.SetCustomProperties, which causes this callback locally, too.
Example:
void OnPhotonPlayerPropertiesChanged(object[] playerAndUpdatedProps) {
PhotonPlayer player = playerAndUpdatedProps[0] as PhotonPlayer;
Hashtable props = playerAndUpdatedProps[1] as Hashtable;
//...
}

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunCallbacks.OnPhotonRandomJoinFailed Method

Called when a JoinRandom() call failed. The parameter provides ErrorCode and message.

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonRandomJoinFailed(  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] *codeAndMsg* ) | |

Parameters

codeAndMsg

|  |
| --- |
| codeAndMsg[0] is short ErrorCode. codeAndMsg[1] is string debug msg. |

Remarks

Most likely all rooms are full or no rooms are available.   
When using multiple lobbies (via JoinLobby or TypedLobby), another lobby might have more/fitting rooms.  
PUN logs some info if the PhotonNetwork.logLevel is >= PhotonLogLevel.Informational.

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunCallbacks.OnReceivedRoomListUpdate Method

Called for any update of the room-listing while in a lobby (PhotonNetwork.insideLobby) on the Master Server
or when a response is received for PhotonNetwork.GetCustomRoomList().

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnReceivedRoomListUpdate() | |

Remarks

PUN provides the list of rooms by PhotonNetwork.GetRoomList().  
Each item is a RoomInfo which might include custom properties (provided you defined those as lobby-listed when creating a room).
Not all types of lobbies provide a listing of rooms to the client. Some are silent and specialized for server-side matchmaking.

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunCallbacks.OnUpdatedFriendList Method

Called when the server sent the response to a FindFriends request and updated PhotonNetwork.Friends.

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnUpdatedFriendList() | |

Remarks

The friends list is available as PhotonNetwork.Friends, listing name, online state and
the room a user is in (if any).

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunCallbacks.OnWebRpcResponse Method

Called by PUN when the response to a WebRPC is available. See PhotonNetwork.WebRPC.

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnWebRpcResponse(  **OperationResponse** *response* ) | |

Parameters

response

|  |
| --- |
|  |

Remarks

Important: The response.ReturnCode is 0 if Photon was able to reach your web-service.  
The content of the response is what your web-service sent. You can create a WebRpcResponse from it.  
Example: WebRpcResponse webResponse = new WebRpcResponse(operationResponse);  
Please note: Class OperationResponse is in a namespace which needs to be "used":  
using ExitGames.Client.Photon; // includes OperationResponse (and other classes)
The OperationResponse.ReturnCode by Photon is:
0 for "OK"
-3 for "Web-Service not configured" (see Dashboard / WebHooks)
-5 for "Web-Service does now have RPC path/name" (at least for Azure)

See Also

Applies to: [IPunCallbacks](#topic_00000000000001AE)

IPunObservable Interface

Defines the OnPhotonSerializeView method to make it easy to implement correctly for observable scripts.

|  |  |
| --- | --- |
| C# |  |
| public interface IPunObservable | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[OnPhotonSerializeView](#topic_00000000000001AD)

IPunObservable.OnPhotonSerializeView Method

Called by PUN several times per second, so that your script can write and read synchronization data for the PhotonView.

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonSerializeView(  [PhotonStream](#topic_00000000000001F8) *stream*,  [PhotonMessageInfo](#topic_00000000000001F1) *info* ) | |

Parameters

stream

|  |
| --- |
|  |

info

|  |
| --- |
|  |

Remarks

This method will be called in scripts that are assigned as Observed component of a PhotonView.  
PhotonNetwork.sendRateOnSerialize affects how often this method is called.  
PhotonNetwork.sendRate affects how often packages are sent by this client.  
Implementing this method, you can customize which data a PhotonView regularly synchronizes.
Your code defines what is being sent (content) and how your data is used by receiving clients.
Unlike other callbacks, *OnPhotonSerializeView only gets called when it is assigned
to a PhotonView* as PhotonView.observed script.
To make use of this method, the PhotonStream is essential. It will be in "writing" mode" on the
client that controls a PhotonView (PhotonStream.isWriting == true) and in "reading mode" on the
remote clients that just receive that the controlling client sends.
If you skip writing any value into the stream, PUN will skip the update. Used carefully, this can
conserve bandwidth and messages (which have a limit per room/second).
Note that OnPhotonSerializeView is not called on remote clients when the sender does not send
any update. This can't be used as "x-times per second Update()".

See Also

Applies to: [IPunObservable](#topic_00000000000001AC)

IPunPrefabPool Interface

Defines all the methods that a Object Pool must implement, so that PUN can use it.

|  |  |
| --- | --- |
| C# |  |
| public interface IPunPrefabPool | |

Remarks

To use a Object Pool for instantiation, you can set PhotonNetwork.ObjectPool.
That is used for all objects, as long as ObjectPool is not null.
The pool has to return a valid non-null GameObject when PUN calls Instantiate.
Also, the position and rotation must be applied.
Please note that pooled GameObjects don't get the usual Awake and Start calls.
OnEnable will be called (by your pool) but the networking values are not updated yet
when that happens. OnEnable will have outdated values for PhotonView (isMine, etc.).
You might have to adjust scripts.
PUN will call OnPhotonInstantiate (see IPunCallbacks). This should be used to
setup the re-used object with regards to networking values / ownership.

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Destroy](#topic_00000000000001CE), [Instantiate](#topic_00000000000001CD)

IPunPrefabPool.Destroy Method

This is called when PUN wants to destroy the instance of an entity prefab.

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Destroy(  **GameObject** *gameObject* ) | |

Parameters

gameObject

|  |
| --- |
| The instance to destroy. |

Remarks

A pool needs some way to find out which type of GameObject got returned via Destroy().
It could be a tag or name or anything similar.

See Also

Applies to: [IPunPrefabPool](#topic_00000000000001CC)

IPunPrefabPool.Instantiate Method

This is called when PUN wants to create a new instance of an entity prefab. Must return valid GameObject with PhotonView.

|  |  |
| --- | --- |
| C# |  |
| **GameObject** Instantiate(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *prefabId*,  **Vector3** *position*,  **Quaternion** *rotation* ) | |

Parameters

prefabId

|  |
| --- |
| The id of this prefab. |

position

|  |
| --- |
| The position we want the instance instantiated at. |

rotation

|  |
| --- |
| The rotation we want the instance to take. |

Returns

The newly instantiated object, or null if a prefab with prefabId was not found.

See Also

Applies to: [IPunPrefabPool](#topic_00000000000001CC)

IPunTurnManagerCallbacks Interface

|  |  |
| --- | --- |
| C# |  |
| public interface IPunTurnManagerCallbacks | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[OnPlayerFinished](#topic_000000000000053A), [OnPlayerMove](#topic_0000000000000539), [OnTurnBegins](#topic_0000000000000537), [OnTurnCompleted](#topic_0000000000000538), [OnTurnTimeEnds](#topic_000000000000053B)

IPunTurnManagerCallbacks.OnPlayerFinished Method

When a player finishes a turn (includes the action/move of that player)

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPlayerFinished(  [PhotonPlayer](#topic_00000000000002C9) *player*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *turn*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *move* ) | |

Parameters

player

|  |
| --- |
| Player reference |

turn

|  |
| --- |
| Turn index |

move

|  |
| --- |
| Move Object data |

See Also

Applies to: [IPunTurnManagerCallbacks](#topic_0000000000000536)

IPunTurnManagerCallbacks.OnPlayerMove Method

Called when a player moved (but did not finish the turn)

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPlayerMove(  [PhotonPlayer](#topic_00000000000002C9) *player*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *turn*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *move* ) | |

Parameters

player

|  |
| --- |
| Player reference |

turn

|  |
| --- |
| Turn Index |

move

|  |
| --- |
| Move Object data |

See Also

Applies to: [IPunTurnManagerCallbacks](#topic_0000000000000536)

IPunTurnManagerCallbacks.OnTurnBegins Method

Called the turn begins event.

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnTurnBegins(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *turn* ) | |

Parameters

turn

|  |
| --- |
| Turn Index |

See Also

Applies to: [IPunTurnManagerCallbacks](#topic_0000000000000536)

IPunTurnManagerCallbacks.OnTurnCompleted Method

Called when a turn is completed (finished by all players)

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnTurnCompleted(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *turn* ) | |

Parameters

turn

|  |
| --- |
| Turn Index |

See Also

Applies to: [IPunTurnManagerCallbacks](#topic_0000000000000536)

IPunTurnManagerCallbacks.OnTurnTimeEnds Method

Called when a turn completes due to a time constraint (timeout for a turn)

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnTurnTimeEnds(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *turn* ) | |

Parameters

turn

|  |
| --- |
| Turn index |

See Also

Applies to: [IPunTurnManagerCallbacks](#topic_0000000000000536)

PhotonMessageInfo Structure

Container class for info about a particular message, RPC or update.

|  |  |
| --- | --- |
| C# |  |
| public struct PhotonMessageInfo | |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[timestamp](#topic_00000000000001F6)

Methods

[ToString](#topic_00000000000001F7)

Fields

[photonView](#topic_00000000000001F4), [sender](#topic_00000000000001F3), [timeInt](#topic_00000000000001F2)

PhotonMessageInfo Constructor

|  |  |
| --- | --- |
| C# |  |
| public PhotonMessageInfo(  [PhotonPlayer](#topic_00000000000002C9) *player*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *timestamp*,  [PhotonView](#topic_000000000000031B) *view* ) | |

Parameters

player

|  |
| --- |
|  |

timestamp

|  |
| --- |
|  |

view

|  |
| --- |
|  |

See Also

Applies to: [PhotonMessageInfo](#topic_00000000000001F1)

PhotonMessageInfo.timestamp Property

|  |  |
| --- | --- |
| C# |  |
| public [double](https://docs.microsoft.com/en-us/dotnet/api/system.double) timestamp {get;} | |

See Also

Applies to: [PhotonMessageInfo](#topic_00000000000001F1)

PhotonMessageInfo.ToString Method

|  |  |
| --- | --- |
| C# |  |
| public override [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ToString() | |

See Also

Applies to: [PhotonMessageInfo](#topic_00000000000001F1)

photonView Field

|  |  |
| --- | --- |
| C# |  |
| public readonly [PhotonView](#topic_000000000000031B) photonView | |

See Also

Applies to: [PhotonMessageInfo](#topic_00000000000001F1)

sender Field

The sender of a message / event. May be null.

|  |  |
| --- | --- |
| C# |  |
| public readonly [PhotonPlayer](#topic_00000000000002C9) sender | |

See Also

Applies to: [PhotonMessageInfo](#topic_00000000000001F1)

timeInt Field

|  |  |
| --- | --- |
| C# |  |
| private readonly [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) timeInt | |

See Also

Applies to: [PhotonMessageInfo](#topic_00000000000001F1)

AuthModeOption Enumeration

Options for authentication modes. From "classic" auth on each server to AuthOnce (on NameServer).

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Auth | 0 | Options for authentication modes. From "classic" auth on each server to AuthOnce (on NameServer). |
| AuthOnce | 1 | Options for authentication modes. From "classic" auth on each server to AuthOnce (on NameServer). |
| AuthOnceWss | 2 | Options for authentication modes. From "classic" auth on each server to AuthOnce (on NameServer). |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

ClientState Enumeration

Detailed connection / networking peer state.
PUN implements a loadbalancing and authentication workflow "behind the scenes", so
some states will automatically advance to some follow up state. Those states are
commented with "(will-change)".

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Authenticated | 3 | The application is authenticated. PUN usually joins the lobby now. |
| Authenticating | 20 | When connecting to a Photon Server, this state is intermediate before you can call any operations. |
| ConnectedToGameserver | 7 | Similar to Connected state but on game server. Still in process to join/create room. |
| ConnectedToMaster | 16 | Final state for connecting to master without joining the lobby (AutoJoinLobby is false). |
| ConnectedToNameServer | 18 | Client is connected to the NameServer and established enctryption already. You should call OpGetRegions or ConnectToRegionMaster. |
| ConnectingToGameserver | 6 | Connecting to game server (to join/create a room and play). |
| ConnectingToMasterserver | 12 | Workflow is connected to master server and will establish encryption and authenticate your app. |
| ConnectingToNameServer | 17 | Client connects to the NameServer. This process includes low level connecting and setting up encryption. When done, state becomes ConnectedToNameServer. |
| Disconnected | 15 | No connection is setup, ready to connect. Similar to PeerCreated. |
| Disconnecting | 14 | PUN is disconnecting. This leads to Disconnected. |
| DisconnectingFromGameserver | 11 | Workflow is leaving the game server and will re-connect to the master server. |
| DisconnectingFromMasterserver | 5 | Disconnecting. |
| DisconnectingFromNameServer | 19 | When disconnecting from a Photon NameServer. |
| Joined | 9 | Final state of a room join/create sequence. This client can now exchange events / call RPCs with other clients. |
| JoinedLobby | 4 | Client is in the lobby of the Master Server and gets room listings. |
| Joining | 8 | In process to join/create room (on game server). |
| Leaving | 10 | Leaving a room. |
| PeerCreated | 1 | Created and available to connect. |
| Queued | 2 | Not used at the moment. |
| QueuedComingFromGameserver | 13 | Same Queued but coming from game server. |
| Uninitialized | 0 | Not running. Only set before initialization and first use. |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

CloudRegionCode Enumeration

Currently available Photon Cloud regions as enum.

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| @in | 10 | India, Chennai, in |
| asia | 2 | Asian servers in Singapore. |
| au | 5 | Australian servers in Melbourne. |
| cae | 8 | Canada East, Montreal, cae |
| eu | 0 | European servers in Amsterdam. |
| jp | 3 | Japanese servers in Tokyo. |
| kr | 9 | South Korea, Seoul, kr |
| none | 4 | No region selected. |
| ru | 11 | Russia, ru |
| rue | 12 | Russia East, rue |
| sa | 7 | South America, Sao Paulo, sa |
| tr | 13 | Turkey, tr |
| us | 1 | US servers (East Coast). |
| usw | 6 | USA West, San José, usw |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

CloudRegionFlag Enumeration

Available regions as enum of flags. To be used as "enabled" flags for Best Region pinging.

This enumeration has a FlagsAttribute attribute that allows a bitwise combination of its member values.

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| @in | 512 |  |
| asia | 4 |  |
| au | 16 |  |
| cae | 128 |  |
| eu | 1 |  |
| jp | 8 |  |
| kr | 256 |  |
| ru | 1024 |  |
| rue | 2048 |  |
| sa | 64 |  |
| tr | 4096 |  |
| us | 2 |  |
| usw | 32 |  |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

ConnectionState Enumeration

High level connection state of the client. Better use the more detailed [ClientState](#topic_0000000000000183).

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Connected | 2 |  |
| Connecting | 1 |  |
| Disconnected | 0 |  |
| Disconnecting | 3 |  |
| InitializingApplication | 4 |  |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

CustomAuthenticationType Enumeration

Options for optional "Custom Authentication" services used with Photon. Used by OpAuthenticate after connecting to Photon.

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Custom | 0 | Use a custom authentification service. Currently the only implemented option. |
| Facebook | 2 | Authenticates users by their Facebook Account. Set auth values accordingly! |
| NintendoSwitch | 11 | Authenticates users by their NSA ID. |
| None | 255 | Disables custom authentification. Same as not providing any AuthenticationValues for connect (more precisely for: OpAuthenticate). |
| Oculus | 3 | Authenticates users by their Oculus Account and token. |
| PlayStation | 4 | Authenticates users by their PSN Account and token. |
| Steam | 1 | Authenticates users by their Steam Account. Set auth values accordingly! |
| Viveport | 10 | Authenticates users by their HTC VIVEPORT Account and user token. Set AuthGetParameters to "userToken=[userToken]" |
| Xbox | 5 | Authenticates users by their Xbox Account and XSTS token. |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

DisconnectCause Enumeration

Summarizes the cause for a disconnect. Used in: OnConnectionFail and OnFailedToConnectToPhoton.

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| AuthenticationTicketExpired | 32753 | (32753) The Authentication ticket expired. Handle this by connecting again (which includes an authenticate to get a fresh ticket). |
| DisconnectByClientTimeout | LIST-ITEM-VALUE | Timeout disconnect by client (which decided an ACK was missing for too long). |
| DisconnectByServerLogic | LIST-ITEM-VALUE | Server actively disconnected this client. Possible cause: Server's send buffer full (too much data for client). |
| DisconnectByServerTimeout | LIST-ITEM-VALUE | Timeout disconnect by server (which decided an ACK was missing for too long). |
| DisconnectByServerUserLimit | LIST-ITEM-VALUE | Server actively disconnected this client. Possible cause: The server's user limit was hit and client was forced to disconnect (on connect). |
| DnsExceptionOnConnect | LIST-ITEM-VALUE | OnStatusChanged: Dns resolution for a hostname failed. The exception for this is being catched and logged with error level. |
| Exception | LIST-ITEM-VALUE | Some exception caused the connection to close. |
| ExceptionOnConnect | LIST-ITEM-VALUE | Connection could not be established. Possible cause: Local server not running. |
| InternalReceiveException | LIST-ITEM-VALUE | Exception in the receive-loop. Possible cause: Socket failure. |
| InvalidAuthentication | LIST-ITEM-VALUE | (32767) The Photon Cloud rejected the sent AppId. Check your Dashboard and make sure the AppId you use is complete and correct. |
| InvalidRegion | LIST-ITEM-VALUE | (32756) Authorization on the Photon Cloud failed because the app's subscription does not allow to use a particular region's server. |
| MaxCcuReached | LIST-ITEM-VALUE | (32757) Authorization on the Photon Cloud failed because the concurrent users (CCU) limit of the app's subscription is reached. |
| SecurityExceptionOnConnect | LIST-ITEM-VALUE | The security settings for client or server don't allow a connection (see remarks). |
| ServerAddressInvalid | LIST-ITEM-VALUE | OnStatusChanged: The server address was parsed as IPv4 illegally. An illegal address would be e.g. 192.168.1.300. IPAddress.TryParse() will let this pass but our check won't. |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

See Also

[PhotonNetworkingMessage](#topic_0000000000000000)

EncryptionMode Enumeration

Defines how the communication gets encrypted.

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| DatagramEncryption | 10 | With this encryption mode for UDP, the connection gets setup and all further datagrams get encrypted almost entirely. On-demand message encryption (like in PayloadEncryption) is skipped. |
| PayloadEncryption | 0 | This is the default encryption mode: Messages get encrypted only on demand (when you send operations with the "encrypt" parameter set to true). |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

EventCaching Enumeration

Lite - OpRaiseEvent allows you to cache events and automatically send them to joining players in a room.
Events are cached per event code and player: Event 100 (example!) can be stored once per player.
Cached events can be modified, replaced and removed.

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| AddToRoomCache | 4 | Adds an event to the room's cache |
| AddToRoomCacheGlobal | 5 | Adds this event to the cache for actor 0 (becoming a "globally owned" event in the cache). |
| DoNotCache | 0 | Default value (not sent). |
| MergeCache | 1 | Will merge this event's keys with those already cached. |
| RemoveCache | 3 | Removes this event (by eventCode) from the cache. |
| RemoveFromRoomCache | 6 | Remove fitting event from the room's cache. |
| RemoveFromRoomCacheForActorsLeft | 7 | Removes events of players who already left the room (cleaning up). |
| ReplaceCache | 2 | Replaces the event cache for this eventCode with this event's content. |
| SliceIncreaseIndex | 10 | Increase the index of the sliced cache. |
| SlicePurgeIndex | 12 | Purge cache slice with index. Exactly one slice is removed from cache. You must set RaiseEventOptions.CacheSliceIndex for this. |
| SlicePurgeUpToIndex | 13 | Purge cache slices with specified index and anything lower than that. You must set RaiseEventOptions.CacheSliceIndex for this. |
| SliceSetIndex | 11 | Set the index of the sliced cache. You must set RaiseEventOptions.CacheSliceIndex for this. |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

JoinMode Enumeration

Defines possible values for OpJoinRoom and OpJoinOrCreate. It tells the server if the room can be only be joined normally, created implicitly or found on a web-service for Turnbased games.

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| CreateIfNotExists | 1 | Join or create the room if it's not existing. Used for OpJoinOrCreate for example. |
| Default | 0 | Regular join. The room must exist. |
| JoinOrRejoin | 2 | The room might be out of memory and should be loaded (if possible) from a Turnbased web-service. |
| RejoinOnly | 3 | Only re-join will be allowed. If the user is not yet in the room, this will fail. |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

LobbyType Enumeration

Options of lobby types available. Lobby types might be implemented in certain Photon versions and won't be available on older servers.

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| AsyncRandomLobby | 3 | This lobby does not send lists of games. It is only used for OpJoinRandomRoom. It keeps rooms available for a while when there are only inactive users left. |
| Default | 0 | This lobby is used unless another is defined by game or JoinRandom. Room-lists will be sent and JoinRandomRoom can filter by matching properties. |
| SqlLobby | 2 | This lobby type lists rooms like Default but JoinRandom has a parameter for SQL-like "where" clauses for filtering. This allows bigger, less, or and and combinations. |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

MatchmakingMode Enumeration

Options for matchmaking rules for OpJoinRandom.

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| FillRoom | 0 | Fills up rooms (oldest first) to get players together as fast as possible. Default. |
| RandomMatching | 2 | Joins a (fully) random room. Expected properties must match but aside from this, any available room might be selected. |
| SerialMatching | 1 | Distributes players across available rooms sequentially but takes filter into account. Without filter, rooms get players evenly distributed. |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

OnSerializeRigidBody Enumeration

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| All | 2 |  |
| OnlyAngularVelocity | 1 |  |
| OnlyVelocity | 0 |  |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

OnSerializeTransform Enumeration

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| All | 4 |  |
| OnlyPosition | 0 |  |
| OnlyRotation | 1 |  |
| OnlyScale | 2 |  |
| PositionAndRotation | 3 |  |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

OwnershipOption Enumeration

Options to define how Ownership Transfer is handled per PhotonView.

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Fixed | 0 | Ownership is fixed. Instantiated objects stick with their creator, scene objects always belong to the Master Client. |
| Request | 2 | Ownership can be requested with PhotonView.RequestOwnership but the current owner has to agree to give up ownership. |
| Takeover | 1 | Ownership can be taken away from the current owner who can't object. |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

PhotonLogLevel Enumeration

Used to define the level of logging output created by the PUN classes. Either log errors, info (some more) or full.

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| ErrorsOnly | 0 | Show only errors. Minimal output. Note: Some might be "runtime errors" which you have to expect. |
| Full | 2 | Every available log call gets into the console/log. Only use for debugging. |
| Informational | 1 | Logs some of the workflow, calls and results. |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

PhotonNetworkingMessage Enumeration

This enum defines the set of MonoMessages Photon Unity Networking is using as callbacks. Implemented by PunBehaviour.

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| OnConnectedToMaster | 16 | Called after the connection to the master is established and authenticated but only when PhotonNetwork.autoJoinLobby is false. |
| OnConnectedToPhoton | 0 | Called when the initial connection got established but before you can use the server. OnJoinedLobby() or OnConnectedToMaster() are called when PUN is ready. |
| OnConnectionFail | 9 | Called when something causes the connection to fail (after it was established), followed by a call to OnDisconnectedFromPhoton(). |
| OnCreatedRoom | 5 | Called when this client created a room and entered it. OnJoinedRoom() will be called as well. |
| OnCustomAuthenticationFailed | 23 | Called when the custom authentication failed. Followed by disconnect! |
| OnCustomAuthenticationResponse | 24 | Called when your Custom Authentication service responds with additional data. |
| OnDisconnectedFromPhoton | 8 | Called after disconnecting from the Photon server. |
| OnFailedToConnectToPhoton | 10 | Called if a connect call to the Photon server failed before the connection was established, followed by a call to OnDisconnectedFromPhoton(). |
| OnJoinedLobby | 6 | Called on entering a lobby on the Master Server. The actual room-list updates will call OnReceivedRoomListUpdate(). |
| OnJoinedRoom | 12 | Called when entering a room (by creating or joining it). Called on all clients (including the Master Client). |
| OnLeftLobby | 7 | Called after leaving a lobby. |
| OnLeftRoom | 1 | Called when the local user/client left a room. |
| OnLobbyStatisticsUpdate | 27 | Called when the Master Server sent an update for the Lobby Statistics, updating PhotonNetwork.LobbyStatistics. |
| OnMasterClientSwitched | 2 | Called after switching to a new MasterClient when the current one leaves. |
| OnOwnershipRequest | 26 | Called when another player requests ownership of a PhotonView from you (the current owner). |
| OnOwnershipTransfered | 29 | Called when a PhotonView Owner is transfered to a Player. |
| OnPhotonCreateRoomFailed | 3 | Called when a CreateRoom() call failed. Optional parameters provide ErrorCode and message. |
| OnPhotonCustomRoomPropertiesChanged | 20 | Called when a room's custom properties changed. The propertiesThatChanged contains all that was set via Room.SetCustomProperties. |
| OnPhotonInstantiate | 18 | Called on all scripts on a GameObject (and children) that have been Instantiated using PhotonNetwork.Instantiate. |
| OnPhotonJoinRoomFailed | 4 | Called when a JoinRoom() call failed. Optional parameters provide ErrorCode and message. |
| OnPhotonMaxCccuReached | 19 | Because the concurrent user limit was (temporarily) reached, this client is rejected by the server and disconnecting. |
| OnPhotonPlayerActivityChanged | 28 | Called when a remote Photon Player activity changed. This will be called ONLY is PlayerTtl is greater then 0. Use PhotonPlayer.IsInactive to check the current activity state Example: void OnPhotonPlayerActivityChanged(PhotonPlayer otherPlayer) {...} |
| OnPhotonPlayerConnected | 13 | Called when a remote player entered the room. This PhotonPlayer is already added to the playerlist at this time. |
| OnPhotonPlayerDisconnected | 14 | Called when a remote player left the room. This PhotonPlayer is already removed from the playerlist at this time. |
| OnPhotonPlayerPropertiesChanged | 21 | Called when custom player-properties are changed. Player and the changed properties are passed as object[]. |
| OnPhotonRandomJoinFailed | 15 | Called after a JoinRandom() call failed. Optional parameters provide ErrorCode and message. |
| OnPhotonSerializeView | 17 | Implement to customize the data a PhotonView regularly synchronizes. Called every 'network-update' when observed by PhotonView. |
| OnReceivedRoomListUpdate | 11 | Called for any update of the room-listing while in a lobby (PhotonNetwork.insideLobby) on the Master Server or when a response is received for PhotonNetwork.GetCustomRoomList(). |
| OnUpdatedFriendList | 22 | Called when the server sent the response to a FindFriends request and updated PhotonNetwork.Friends. |
| OnWebRpcResponse | 25 | Called by PUN when the response to a WebRPC is available. See PhotonNetwork.WebRPC. |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

PhotonTargets Enumeration

Enum of "target" options for RPCs. These define which remote clients get your RPC call.

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| All | 0 | Sends the RPC to everyone else and executes it immediately on this client. Player who join later will not execute this RPC. |
| AllBuffered | 3 | Sends the RPC to everyone else and executes it immediately on this client. New players get the RPC when they join as it's buffered (until this client leaves). |
| AllBufferedViaServer | 6 | Sends the RPC to everyone (including this client) through the server and buffers it for players joining later. |
| AllViaServer | 5 | Sends the RPC to everyone (including this client) through the server. |
| MasterClient | 2 | Sends the RPC to MasterClient only. Careful: The MasterClient might disconnect before it executes the RPC and that might cause dropped RPCs. |
| Others | 1 | Sends the RPC to everyone else. This client does not execute the RPC. Player who join later will not execute this RPC. |
| OthersBuffered | 4 | Sends the RPC to everyone. This client does not execute the RPC. New players get the RPC when they join as it's buffered (until this client leaves). |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

PropertyTypeFlag Enumeration

Flags for "types of properties", being used as filter in OpGetProperties.

This enumeration has a FlagsAttribute attribute that allows a bitwise combination of its member values.

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Actor | 2 | (0x02) Flag type for actor related propeties. |
| Game | 1 | (0x01) Flag type for game-attached properties. |
| GameAndActor | LIST-ITEM-VALUE | (0x01) Flag type for game AND actor properties. Equal to 'Game' |
| None | 0 | (0x00) Flag type for no property type. |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

ReceiverGroup Enumeration

Lite - OpRaiseEvent lets you chose which actors in the room should receive events.
By default, events are sent to "Others" but you can overrule this.

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| All | 1 | Everyone in the current room (including this peer) will get this event. |
| MasterClient | 2 | The server sends this event only to the actor with the lowest actorNumber. |
| Others | 0 | Default value (not sent). Anyone else gets my event. |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

ServerConnection Enumeration

Available server (types) for internally used field: server.

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| GameServer | 1 | This server handles a number of rooms to execute and relay the messages between players (in a room). |
| MasterServer | 0 | This server is where matchmaking gets done and where clients can get lists of rooms in lobbies. |
| NameServer | 2 | This server is used initially to get the address (IP) of a Master Server for a specific region. Not used for Photon OnPremise (self hosted). |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

ViewSynchronization Enumeration

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Off | 0 |  |
| ReliableDeltaCompressed | 1 |  |
| Unreliable | 2 |  |
| UnreliableOnChange | 3 |  |

Requirements

**Namespace:**[<default>](#topic_00000000000006DB)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

ExitGames.Client.DemoParticle Namespace

Classes

[TimeKeeper](#topic_0000000000000563)

TimeKeeper Class

A utility class that turns it's ShouldExecute property to true after a set interval time has passed.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**ExitGames.Client.DemoParticle.TimeKeeper**

|  |  |
| --- | --- |
| C# |  |
| public class TimeKeeper | |

Remarks

TimeKeepers can be useful to execute tasks in a certain interval within a game loop (integrating a recurring task into a certain thread).
An interval can be overridden, when you set ShouldExecute to true.
Call Reset after execution of whatever you do to re-enable the TimeKeeper (ShouldExecute becomes false until interval passed).
Being based on Environment.TickCount, this is not very precise but cheap.

Requirements

**Namespace:**[ExitGames.Client.DemoParticle](#topic_0000000000000562)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Constructors

[TimeKeeper](#topic_0000000000000569)

Properties

[Interval](#topic_0000000000000566), [IsEnabled](#topic_0000000000000567), [ShouldExecute](#topic_0000000000000568)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Reset](#topic_000000000000056A), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[lastExecutionTime](#topic_0000000000000564), [shouldExecute](#topic_0000000000000565)

TimeKeeper Constructor

Creates a new, enabled TimeKeeper and sets it's interval.

|  |  |
| --- | --- |
| C# |  |
| public TimeKeeper(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *interval* ) | |

Parameters

interval

|  |
| --- |
| <default> |

See Also

Applies to: [TimeKeeper](#topic_0000000000000563)

TimeKeeper.Interval Property

Interval in which ShouldExecute should be true (and something is executed).

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) Interval {get; set;} | |

See Also

Applies to: [TimeKeeper](#topic_0000000000000563)

TimeKeeper.IsEnabled Property

A disabled TimeKeeper never turns ShouldExecute to true. Reset won't affect IsEnabled!

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsEnabled {get; set;} | |

See Also

Applies to: [TimeKeeper](#topic_0000000000000563)

TimeKeeper.ShouldExecute Property

Turns true of the time interval has passed (after reset or creation) or someone set ShouldExecute manually.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ShouldExecute {get; set;} | |

Remarks

Call Reset to start a new interval.

See Also

Applies to: [TimeKeeper](#topic_0000000000000563)

TimeKeeper.Reset Method

ShouldExecute becomes false and the time interval is refreshed for next execution.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Reset() | |

Remarks

Does not affect IsEnabled.

See Also

Applies to: [TimeKeeper](#topic_0000000000000563)

lastExecutionTime Field

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) lastExecutionTime | |

See Also

Applies to: [TimeKeeper](#topic_0000000000000563)

shouldExecute Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) shouldExecute | |

See Also

Applies to: [TimeKeeper](#topic_0000000000000563)

ExitGames.Client.GUI Namespace

Classes

[GizmoTypeDrawer](#topic_0000000000000074)

Enumerations

[GizmoType](#topic_000000000000006F)

GizmoTypeDrawer Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**ExitGames.Client.GUI.GizmoTypeDrawer**

|  |  |
| --- | --- |
| C# |  |
| public class GizmoTypeDrawer | |

Requirements

**Namespace:**[ExitGames.Client.GUI](#topic_000000000000006E)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Draw](#topic_0000000000000075), [Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

GizmoTypeDrawer.Draw Method

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Draw(  **Vector3** *center*,  [GizmoType](#topic_000000000000006F) *type*,  **Color** *color*,  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *size* ) | |

Parameters

center

|  |
| --- |
|  |

type

|  |
| --- |
|  |

color

|  |
| --- |
|  |

size

|  |
| --- |
|  |

See Also

Applies to: [GizmoTypeDrawer](#topic_0000000000000074)

GizmoType Enumeration

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Cube | 3 |  |
| Sphere | 1 |  |
| WireCube | 2 |  |
| WireSphere | 0 |  |

Requirements

**Namespace:**[ExitGames.Client.GUI](#topic_000000000000006E)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

ExitGames.UtilityScripts Namespace

Classes

[ButtonInsideScrollList](#topic_000000000000056B), [PlayerRoomIndexing](#topic_00000000000004CD), [PlayerRoomIndexingExtensions](#topic_00000000000004E4), [TextButtonTransition](#topic_0000000000000570), [TextToggleIsOnTransition](#topic_0000000000000577)

ButtonInsideScrollList Class

Button inside scroll list will stop scrolling ability of scrollRect container, so that when pressing down on a button and draggin up and down will not affect scrolling.
this doesn't do anything if no scrollRect component found in Parent Hierarchy.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**ExitGames.UtilityScripts.ButtonInsideScrollList**

|  |  |
| --- | --- |
| C# |  |
| public class ButtonInsideScrollList : **MonoBehaviour**,  **IPointerDownHandler**,  **IPointerUpHandler** | |

Requirements

**Namespace:**[ExitGames.UtilityScripts](#topic_00000000000004CC)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [IPointerDownHandler.OnPointerDown](#topic_000000000000056E), [IPointerUpHandler.OnPointerUp](#topic_000000000000056F), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [Start](#topic_000000000000056D), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[scrollRect](#topic_000000000000056C)

ButtonInsideScrollList.IPointerDownHandler.OnPointerDown Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) IPointerDownHandler.OnPointerDown(  **PointerEventData** *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

Implements

[IPointerDownHandler.OnPointerDown](#)

See Also

Applies to: [ButtonInsideScrollList](#topic_000000000000056B)

ButtonInsideScrollList.IPointerUpHandler.OnPointerUp Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) IPointerUpHandler.OnPointerUp(  **PointerEventData** *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

Implements

[IPointerUpHandler.OnPointerUp](#)

See Also

Applies to: [ButtonInsideScrollList](#topic_000000000000056B)

ButtonInsideScrollList.Start Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [ButtonInsideScrollList](#topic_000000000000056B)

scrollRect Field

|  |  |
| --- | --- |
| C# |  |
| private **ScrollRect** scrollRect | |

See Also

Applies to: [ButtonInsideScrollList](#topic_000000000000056B)

PlayerRoomIndexing Class

Implements consistent indexing in a room/game with help of room properties. Access them by PhotonPlayer.GetRoomIndex() extension.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[Photon.MonoBehaviour](#topic_00000000000001D0)

[Photon.PunBehaviour](#topic_00000000000001D3)

**ExitGames.UtilityScripts.PlayerRoomIndexing**

|  |  |
| --- | --- |
| C# |  |
| public class PlayerRoomIndexing : [PunBehaviour](#topic_00000000000001D3) | |

Remarks

indexing ranges from 0 to the maximum number of Players.
indexing remains for the player while in room.
If a Player is indexed 2 and player indexes 1 leaves, index 1 become vacant and will assigned to the future player joining (the first available vacant index is assigned when joining)

Requirements

**Namespace:**[ExitGames.UtilityScripts](#topic_00000000000004CC)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[PlayerIds](#topic_00000000000004D2), [animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [photonView](#topic_00000000000001D2) (inherited from [MonoBehaviour](#topic_00000000000001D0)), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[AssignIndex](#topic_00000000000004E2), [Awake](#topic_00000000000004D8), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetRoomIndex](#topic_00000000000004DF), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnConnectedToMaster](#topic_00000000000001E5) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnConnectedToPhoton](#topic_00000000000001D4) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnConnectionFail](#topic_00000000000001DE) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnCreatedRoom](#topic_00000000000001D9) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnCustomAuthenticationFailed](#topic_00000000000001EA) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnCustomAuthenticationResponse](#topic_00000000000001EB) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnDisconnectedFromPhoton](#topic_00000000000001DD) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnFailedToConnectToPhoton](#topic_00000000000001DC) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnJoinedLobby](#topic_00000000000001DA) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnJoinedRoom](#topic_00000000000004D9), [OnLeftLobby](#topic_00000000000001DB) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnLeftRoom](#topic_00000000000004DA), [OnLobbyStatisticsUpdate](#topic_00000000000001EE) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnMasterClientSwitched](#topic_00000000000004DE), [OnOwnershipRequest](#topic_00000000000001ED) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnOwnershipTransfered](#topic_00000000000001F0) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnPhotonCreateRoomFailed](#topic_00000000000001D7) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnPhotonCustomRoomPropertiesChanged](#topic_00000000000004DD), [OnPhotonInstantiate](#topic_00000000000001DF) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnPhotonJoinRoomFailed](#topic_00000000000001D8) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnPhotonMaxCccuReached](#topic_00000000000001E6) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnPhotonPlayerActivityChanged](#topic_00000000000001EF) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnPhotonPlayerConnected](#topic_00000000000004DB), [OnPhotonPlayerDisconnected](#topic_00000000000004DC), [OnPhotonPlayerPropertiesChanged](#topic_00000000000001E8) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnPhotonRandomJoinFailed](#topic_00000000000001E4) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnReceivedRoomListUpdate](#topic_00000000000001E0) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnUpdatedFriendList](#topic_00000000000001E9) (inherited from [PunBehaviour](#topic_00000000000001D3)), [OnWebRpcResponse](#topic_00000000000001EC) (inherited from [PunBehaviour](#topic_00000000000001D3)), [RefreshData](#topic_00000000000004E1), [SanitizeIndexing](#topic_00000000000004E0), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [UnAssignIndex](#topic_00000000000004E3)

Delegates

[RoomIndexingChanged](#topic_00000000000004CF)

Fields

[OnRoomIndexingChanged](#topic_00000000000004D0), [RoomPlayerIndexedProp](#topic_00000000000004D1), [\_indexes](#topic_00000000000004D4), [\_indexesLUT](#topic_00000000000004D5), [\_indexesPool](#topic_00000000000004D6), [\_p](#topic_00000000000004D7), [\_playerIds](#topic_00000000000004D3), [instance](#topic_00000000000004CE)

PlayerRoomIndexing.PlayerIds Property

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32)[] PlayerIds {get;} | |

See Also

Applies to: [PlayerRoomIndexing](#topic_00000000000004CD)

PlayerRoomIndexing.AssignIndex Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) AssignIndex(  [PhotonPlayer](#topic_00000000000002C9) *player* ) | |

Parameters

player

|  |
| --- |
|  |

See Also

Applies to: [PlayerRoomIndexing](#topic_00000000000004CD)

PlayerRoomIndexing.Awake Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Awake() | |

See Also

Applies to: [PlayerRoomIndexing](#topic_00000000000004CD)

PlayerRoomIndexing.GetRoomIndex Method

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) GetRoomIndex(  [PhotonPlayer](#topic_00000000000002C9) *player* ) | |

Parameters

player

|  |
| --- |
|  |

See Also

Applies to: [PlayerRoomIndexing](#topic_00000000000004CD)

PlayerRoomIndexing.OnJoinedRoom Method

Called when entering a room (by creating or joining it). Called on all clients (including the Master Client).

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnJoinedRoom() | |

Remarks

This method is commonly used to instantiate player characters.
If a match has to be started "actively", you can call an [PunRPC](@ref PhotonView.RPC) triggered by a user's button-press or a timer.
When this is called, you can usually already access the existing players in the room via PhotonNetwork.playerList.
Also, all custom properties should be already available as Room.customProperties. Check Room.playerCount to find out if
enough players are in the room to start playing.

See Also

Applies to: [PlayerRoomIndexing](#topic_00000000000004CD)

PlayerRoomIndexing.OnLeftRoom Method

Called when the local user/client left a room.

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnLeftRoom() | |

Remarks

When leaving a room, PUN brings you back to the Master Server.
Before you can use lobbies and join or create rooms, OnJoinedLobby() or OnConnectedToMaster() will get called again.

See Also

Applies to: [PlayerRoomIndexing](#topic_00000000000004CD)

PlayerRoomIndexing.OnMasterClientSwitched Method

Called after switching to a new MasterClient when the current one leaves.

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnMasterClientSwitched(  [PhotonPlayer](#topic_00000000000002C9) *newMasterClient* ) | |

Parameters

newMasterClient

|  |
| --- |
|  |

Remarks

This is not called when this client enters a room.
The former MasterClient is still in the player list when this method get called.

See Also

Applies to: [PlayerRoomIndexing](#topic_00000000000004CD)

PlayerRoomIndexing.OnPhotonCustomRoomPropertiesChanged Method

Called when a room's custom properties changed. The propertiesThatChanged contains all that was set via Room.SetCustomProperties.

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonCustomRoomPropertiesChanged(  **Hashtable** *propertiesThatChanged* ) | |

Parameters

propertiesThatChanged

|  |
| --- |
| <default> |

Remarks

Since v1.25 this method has one parameter: Hashtable propertiesThatChanged.  
Changing properties must be done by Room.SetCustomProperties, which causes this callback locally, too.

See Also

Applies to: [PlayerRoomIndexing](#topic_00000000000004CD)

PlayerRoomIndexing.OnPhotonPlayerConnected Method

Called when a remote player entered the room. This PhotonPlayer is already added to the playerlist at this time.

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonPlayerConnected(  [PhotonPlayer](#topic_00000000000002C9) *newPlayer* ) | |

Parameters

newPlayer

|  |
| --- |
|  |

Remarks

If your game starts with a certain number of players, this callback can be useful to check the
Room.playerCount and find out if you can start.

See Also

Applies to: [PlayerRoomIndexing](#topic_00000000000004CD)

PlayerRoomIndexing.OnPhotonPlayerDisconnected Method

Called when a remote player left the room. This PhotonPlayer is already removed from the playerlist at this time.

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonPlayerDisconnected(  [PhotonPlayer](#topic_00000000000002C9) *otherPlayer* ) | |

Parameters

otherPlayer

|  |
| --- |
|  |

Remarks

When your client calls PhotonNetwork.leaveRoom, PUN will call this method on the remaining clients.
When a remote client drops connection or gets closed, this callback gets executed. after a timeout
of several seconds.

See Also

Applies to: [PlayerRoomIndexing](#topic_00000000000004CD)

PlayerRoomIndexing.RefreshData Method

Internal call Refresh the cached data and call the OnRoomIndexingChanged delegate.

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RefreshData() | |

See Also

Applies to: [PlayerRoomIndexing](#topic_00000000000004CD)

PlayerRoomIndexing.SanitizeIndexing Method

Sanitizes the indexing incase a player join while masterclient was changed and missed it.

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SanitizeIndexing(  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *forceIndexing* = false ) | |

Parameters

forceIndexing

|  |
| --- |
|  |

See Also

Applies to: [PlayerRoomIndexing](#topic_00000000000004CD)

PlayerRoomIndexing.UnAssignIndex Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UnAssignIndex(  [PhotonPlayer](#topic_00000000000002C9) *player* ) | |

Parameters

player

|  |
| --- |
|  |

See Also

Applies to: [PlayerRoomIndexing](#topic_00000000000004CD)

RoomIndexingChanged Delegate

OnRoomIndexingChanged delegate. Use

|  |  |
| --- | --- |
| C# |  |
| public delegate [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RoomIndexingChanged() | |

Requirements

**Namespace:**[ExitGames.UtilityScripts](#topic_00000000000004CC)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

See Also

Applies to: [PlayerRoomIndexing](#topic_00000000000004CD)

OnRoomIndexingChanged Field

Called everytime the room Indexing was updated. Use this for discrete updates. Always better than brute force calls every frame.

|  |  |
| --- | --- |
| C# |  |
| public [RoomIndexingChanged](#topic_00000000000004CF) OnRoomIndexingChanged | |

See Also

Applies to: [PlayerRoomIndexing](#topic_00000000000004CD)

\_indexes Field

|  |  |
| --- | --- |
| C# |  |
| private [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) \_indexes | |

See Also

Applies to: [PlayerRoomIndexing](#topic_00000000000004CD)

\_indexesLUT Field

|  |  |
| --- | --- |
| C# |  |
| private [Dictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.dictionary-2)<[int](https://docs.microsoft.com/en-us/dotnet/api/system.int32), [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32)> \_indexesLUT | |

See Also

Applies to: [PlayerRoomIndexing](#topic_00000000000004CD)

\_indexesPool Field

|  |  |
| --- | --- |
| C# |  |
| private [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean)> \_indexesPool | |

See Also

Applies to: [PlayerRoomIndexing](#topic_00000000000004CD)

\_p Field

|  |  |
| --- | --- |
| C# |  |
| private [PhotonPlayer](#topic_00000000000002C9) \_p | |

See Also

Applies to: [PlayerRoomIndexing](#topic_00000000000004CD)

\_playerIds Field

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32)[] \_playerIds | |

See Also

Applies to: [PlayerRoomIndexing](#topic_00000000000004CD)

instance Field

The instance. EntryPoint to query about Room Indexing.

|  |  |
| --- | --- |
| C# |  |
| public static [PlayerRoomIndexing](#topic_00000000000004CD) instance | |

See Also

Applies to: [PlayerRoomIndexing](#topic_00000000000004CD)

RoomPlayerIndexedProp Field

Defines the room custom property name to use for room player indexing tracking.

|  |  |
| --- | --- |
| C# |  |
| public const [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) RoomPlayerIndexedProp = @"PlayerIndexes" | |

See Also

Applies to: [PlayerRoomIndexing](#topic_00000000000004CD)

PlayerRoomIndexingExtensions Class

Extension used for PlayerRoomIndexing and PhotonPlayer class.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**ExitGames.UtilityScripts.PlayerRoomIndexingExtensions**

|  |  |
| --- | --- |
| C# |  |
| public static class PlayerRoomIndexingExtensions | |

Requirements

**Namespace:**[ExitGames.UtilityScripts](#topic_00000000000004CC)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetRoomIndex](#topic_00000000000004E5), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

PlayerRoomIndexingExtensions.GetRoomIndex Method

Extension for PhotonPlayer class to wrap up access to the player's custom property.

|  |  |
| --- | --- |
| C# |  |
| public static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) GetRoomIndex(  this [PhotonPlayer](#topic_00000000000002C9) *player* ) | |

Parameters

player

|  |
| --- |
|  |

Returns

persistent index in room. -1 for no indexing

See Also

Applies to: [PlayerRoomIndexingExtensions](#topic_00000000000004E4)

TextButtonTransition Class

Use this on Button texts to have some color transition on the text as well without corrupting button's behaviour.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**ExitGames.UtilityScripts.TextButtonTransition**

|  |  |
| --- | --- |
| C# |  |
| [RequireComponent(typeof(Text))] public class TextButtonTransition : **MonoBehaviour**,  **IPointerEnterHandler**,  **IPointerExitHandler** | |

Requirements

**Namespace:**[ExitGames.UtilityScripts](#topic_00000000000004CC)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[Awake](#topic_0000000000000574), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnPointerEnter](#topic_0000000000000575), [OnPointerExit](#topic_0000000000000576), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[HoverColor](#topic_0000000000000573), [NormalColor](#topic_0000000000000572), [\_text](#topic_0000000000000571)

TextButtonTransition.Awake Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Awake() | |

See Also

Applies to: [TextButtonTransition](#topic_0000000000000570)

TextButtonTransition.OnPointerEnter Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerEnter(  **PointerEventData** *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [TextButtonTransition](#topic_0000000000000570)

TextButtonTransition.OnPointerExit Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerExit(  **PointerEventData** *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [TextButtonTransition](#topic_0000000000000570)

HoverColor Field

|  |  |
| --- | --- |
| C# |  |
| public **Color** HoverColor | |

See Also

Applies to: [TextButtonTransition](#topic_0000000000000570)

NormalColor Field

|  |  |
| --- | --- |
| C# |  |
| public **Color** NormalColor | |

See Also

Applies to: [TextButtonTransition](#topic_0000000000000570)

\_text Field

|  |  |
| --- | --- |
| C# |  |
| private **Text** \_text | |

See Also

Applies to: [TextButtonTransition](#topic_0000000000000570)

TextToggleIsOnTransition Class

Use this on toggles texts to have some color transition on the text depending on the isOnState.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**ExitGames.UtilityScripts.TextToggleIsOnTransition**

|  |  |
| --- | --- |
| C# |  |
| [RequireComponent(typeof(Text))] public class TextToggleIsOnTransition : **MonoBehaviour**,  **IPointerEnterHandler**,  **IPointerExitHandler** | |

Requirements

**Namespace:**[ExitGames.UtilityScripts](#topic_00000000000004CC)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnDisable](#topic_0000000000000580), [OnEnable](#topic_000000000000057F), [OnPointerEnter](#topic_0000000000000582), [OnPointerExit](#topic_0000000000000583), [OnValueChanged](#topic_0000000000000581), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[HoverOffColor](#topic_000000000000057D), [HoverOnColor](#topic_000000000000057C), [NormalOffColor](#topic_000000000000057B), [NormalOnColor](#topic_000000000000057A), [\_text](#topic_0000000000000579), [isHover](#topic_000000000000057E), [toggle](#topic_0000000000000578)

TextToggleIsOnTransition.OnDisable Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnDisable() | |

See Also

Applies to: [TextToggleIsOnTransition](#topic_0000000000000577)

TextToggleIsOnTransition.OnEnable Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnEnable() | |

See Also

Applies to: [TextToggleIsOnTransition](#topic_0000000000000577)

TextToggleIsOnTransition.OnPointerEnter Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerEnter(  **PointerEventData** *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [TextToggleIsOnTransition](#topic_0000000000000577)

TextToggleIsOnTransition.OnPointerExit Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerExit(  **PointerEventData** *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [TextToggleIsOnTransition](#topic_0000000000000577)

TextToggleIsOnTransition.OnValueChanged Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnValueChanged(  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *isOn* ) | |

Parameters

isOn

|  |
| --- |
|  |

See Also

Applies to: [TextToggleIsOnTransition](#topic_0000000000000577)

HoverOffColor Field

|  |  |
| --- | --- |
| C# |  |
| public **Color** HoverOffColor | |

See Also

Applies to: [TextToggleIsOnTransition](#topic_0000000000000577)

HoverOnColor Field

|  |  |
| --- | --- |
| C# |  |
| public **Color** HoverOnColor | |

See Also

Applies to: [TextToggleIsOnTransition](#topic_0000000000000577)

NormalOffColor Field

|  |  |
| --- | --- |
| C# |  |
| public **Color** NormalOffColor | |

See Also

Applies to: [TextToggleIsOnTransition](#topic_0000000000000577)

NormalOnColor Field

|  |  |
| --- | --- |
| C# |  |
| public **Color** NormalOnColor | |

See Also

Applies to: [TextToggleIsOnTransition](#topic_0000000000000577)

\_text Field

|  |  |
| --- | --- |
| C# |  |
| private **Text** \_text | |

See Also

Applies to: [TextToggleIsOnTransition](#topic_0000000000000577)

isHover Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isHover | |

See Also

Applies to: [TextToggleIsOnTransition](#topic_0000000000000577)

toggle Field

|  |  |
| --- | --- |
| C# |  |
| public **Toggle** toggle | |

See Also

Applies to: [TextToggleIsOnTransition](#topic_0000000000000577)

Photon Namespace

Classes

[MonoBehaviour](#topic_00000000000001D0), [PunBehaviour](#topic_00000000000001D3)

MonoBehaviour Class

This class adds the property photonView, while logging a warning when your game still uses the networkView.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**Photon.MonoBehaviour**

[ConnectAndJoinRandom](#topic_0000000000000446)

[InRoomChat](#topic_0000000000000491)

[MoveByKeys](#topic_00000000000004A1)

[OnClickDestroy](#topic_00000000000004BA)

[Photon.PunBehaviour](#topic_00000000000001D3)

[PhotonView](#topic_000000000000031B)

[PickupItem](#topic_00000000000004E6)

[PickupItemSimple](#topic_00000000000004F5)

[PickupItemSyncer](#topic_00000000000004FD)

[Player](#topic_00000000000006BB)

[SmoothSyncMovement](#topic_000000000000054B)

|  |  |
| --- | --- |
| C# |  |
| public class MonoBehaviour : **MonoBehaviour** | |

Requirements

**Namespace:**[Photon](#topic_00000000000001CF)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [photonView](#topic_00000000000001D2), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[pvCache](#topic_00000000000001D1)

MonoBehaviour.photonView Property

A cached reference to a PhotonView on this GameObject.

|  |  |
| --- | --- |
| C# |  |
| public [PhotonView](#topic_000000000000031B) photonView {get;} | |

Remarks

If you intend to work with a PhotonView in a script, it's usually easier to write this.photonView.
If you intend to remove the PhotonView component from the GameObject but keep this Photon.MonoBehaviour,
avoid this reference or modify this code to use PhotonView.Get(obj) instead.

See Also

Applies to: [MonoBehaviour](#topic_00000000000001D0)

pvCache Field

Cache field for the PhotonView on this GameObject.

|  |  |
| --- | --- |
| C# |  |
| private [PhotonView](#topic_000000000000031B) pvCache | |

See Also

Applies to: [MonoBehaviour](#topic_00000000000001D0)

PunBehaviour Class

This class provides a .photonView and all callbacks/events that PUN can call. Override the events/methods you want to use.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[Photon.MonoBehaviour](#topic_00000000000001D0)

**Photon.PunBehaviour**

[ExitGames.UtilityScripts.PlayerRoomIndexing](#topic_00000000000004CD)

[PunTurnManager](#topic_0000000000000521)

|  |  |
| --- | --- |
| C# |  |
| public class PunBehaviour : [MonoBehaviour](#topic_00000000000001D0),  [IPunCallbacks](#topic_00000000000001AE) | |

Remarks

By extending this class, you can implement individual methods as override.
Visual Studio and MonoDevelop should provide the list of methods when you begin typing "override".
**Your implementation does not have to call "base.method()".**
This class implements IPunCallbacks, which is used as definition of all PUN callbacks.
Don't implement IPunCallbacks in your classes. Instead, implent PunBehaviour or individual methods.

Requirements

**Namespace:**[Photon](#topic_00000000000001CF)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [photonView](#topic_00000000000001D2) (inherited from [MonoBehaviour](#topic_00000000000001D0)), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnConnectedToMaster](#topic_00000000000001E5), [OnConnectedToPhoton](#topic_00000000000001D4), [OnConnectionFail](#topic_00000000000001DE), [OnCreatedRoom](#topic_00000000000001D9), [OnCustomAuthenticationFailed](#topic_00000000000001EA), [OnCustomAuthenticationResponse](#topic_00000000000001EB), [OnDisconnectedFromPhoton](#topic_00000000000001DD), [OnFailedToConnectToPhoton](#topic_00000000000001DC), [OnJoinedLobby](#topic_00000000000001DA), [OnJoinedRoom](#topic_00000000000001E1), [OnLeftLobby](#topic_00000000000001DB), [OnLeftRoom](#topic_00000000000001D5), [OnLobbyStatisticsUpdate](#topic_00000000000001EE), [OnMasterClientSwitched](#topic_00000000000001D6), [OnOwnershipRequest](#topic_00000000000001ED), [OnOwnershipTransfered](#topic_00000000000001F0), [OnPhotonCreateRoomFailed](#topic_00000000000001D7), [OnPhotonCustomRoomPropertiesChanged](#topic_00000000000001E7), [OnPhotonInstantiate](#topic_00000000000001DF), [OnPhotonJoinRoomFailed](#topic_00000000000001D8), [OnPhotonMaxCccuReached](#topic_00000000000001E6), [OnPhotonPlayerActivityChanged](#topic_00000000000001EF), [OnPhotonPlayerConnected](#topic_00000000000001E2), [OnPhotonPlayerDisconnected](#topic_00000000000001E3), [OnPhotonPlayerPropertiesChanged](#topic_00000000000001E8), [OnPhotonRandomJoinFailed](#topic_00000000000001E4), [OnReceivedRoomListUpdate](#topic_00000000000001E0), [OnUpdatedFriendList](#topic_00000000000001E9), [OnWebRpcResponse](#topic_00000000000001EC), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

PunBehaviour.OnConnectedToMaster Method

Called after the connection to the master is established and authenticated but only when PhotonNetwork.autoJoinLobby is false.

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnConnectedToMaster() | |

Remarks

If you set PhotonNetwork.autoJoinLobby to true, OnJoinedLobby() will be called instead of this.
You can join rooms and create them even without being in a lobby. The default lobby is used in that case.
The list of available rooms won't become available unless you join a lobby via PhotonNetwork.joinLobby.

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

PunBehaviour.OnConnectedToPhoton Method

Called when the initial connection got established but before you can use the server. OnJoinedLobby() or OnConnectedToMaster() are called when PUN is ready.

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnConnectedToPhoton() | |

Remarks

This callback is only useful to detect if the server can be reached at all (technically).
Most often, it's enough to implement OnFailedToConnectToPhoton() and OnDisconnectedFromPhoton().
*OnJoinedLobby() or OnConnectedToMaster() are called when PUN is ready.*
When this is called, the low level connection is established and PUN will send your AppId, the user, etc in the background.
This is not called for transitions from the masterserver to game servers.

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

PunBehaviour.OnConnectionFail Method

Called when something causes the connection to fail (after it was established), followed by a call to OnDisconnectedFromPhoton().

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnConnectionFail(  [DisconnectCause](#topic_0000000000000199) *cause* ) | |

Parameters

cause

|  |
| --- |
|  |

Remarks

If the server could not be reached in the first place, OnFailedToConnectToPhoton is called instead.
The reason for the error is provided as DisconnectCause.

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

PunBehaviour.OnCreatedRoom Method

Called when this client created a room and entered it. OnJoinedRoom() will be called as well.

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnCreatedRoom() | |

Remarks

This callback is only called on the client which created a room (see PhotonNetwork.CreateRoom).
As any client might close (or drop connection) anytime, there is a chance that the
creator of a room does not execute OnCreatedRoom.
If you need specific room properties or a "start signal", it is safer to implement
OnMasterClientSwitched() and to make the new MasterClient check the room's state.

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

PunBehaviour.OnCustomAuthenticationFailed Method

Called when the custom authentication failed. Followed by disconnect!

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnCustomAuthenticationFailed(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *debugMessage* ) | |

Parameters

debugMessage

|  |
| --- |
| Contains a debug message why authentication failed. This has to be fixed during development time. |

Remarks

Custom Authentication can fail due to user-input, bad tokens/secrets.
If authentication is successful, this method is not called. Implement OnJoinedLobby() or OnConnectedToMaster() (as usual).
During development of a game, it might also fail due to wrong configuration on the server side.
In those cases, logging the debugMessage is very important.
Unless you setup a custom authentication service for your app (in the [Dashboard](https://www.photonengine.com/dashboard)),
this won't be called!

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

PunBehaviour.OnCustomAuthenticationResponse Method

Called when your Custom Authentication service responds with additional data.

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnCustomAuthenticationResponse(  [Dictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.dictionary-2)<[string](https://docs.microsoft.com/en-us/dotnet/api/system.string), [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)> *data* ) | |

Parameters

data

|  |
| --- |
|  |

Remarks

Custom Authentication services can include some custom data in their response.
When present, that data is made available in this callback as Dictionary.
While the keys of your data have to be strings, the values can be either string or a number (in Json).
You need to make extra sure, that the value type is the one you expect. Numbers become (currently) int64.
Example: void OnCustomAuthenticationResponse(Dictionary<string, object> data) { ... }

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

PunBehaviour.OnDisconnectedFromPhoton Method

Called after disconnecting from the Photon server.

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnDisconnectedFromPhoton() | |

Remarks

In some cases, other callbacks are called before OnDisconnectedFromPhoton is called.
Examples: OnConnectionFail() and OnFailedToConnectToPhoton().

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

PunBehaviour.OnFailedToConnectToPhoton Method

Called if a connect call to the Photon server failed before the connection was established, followed by a call to OnDisconnectedFromPhoton().

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnFailedToConnectToPhoton(  [DisconnectCause](#topic_0000000000000199) *cause* ) | |

Parameters

cause

|  |
| --- |
|  |

Remarks

This is called when no connection could be established at all.
It differs from OnConnectionFail, which is called when an existing connection fails.

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

PunBehaviour.OnJoinedLobby Method

Called on entering a lobby on the Master Server. The actual room-list updates will call OnReceivedRoomListUpdate().

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnJoinedLobby() | |

Remarks

Note: When PhotonNetwork.autoJoinLobby is false, OnConnectedToMaster() will be called and the room list won't become available.
While in the lobby, the roomlist is automatically updated in fixed intervals (which you can't modify).
The room list gets available when OnReceivedRoomListUpdate() gets called after OnJoinedLobby().

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

PunBehaviour.OnJoinedRoom Method

Called when entering a room (by creating or joining it). Called on all clients (including the Master Client).

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnJoinedRoom() | |

Remarks

This method is commonly used to instantiate player characters.
If a match has to be started "actively", you can call an [PunRPC](@ref PhotonView.RPC) triggered by a user's button-press or a timer.
When this is called, you can usually already access the existing players in the room via PhotonNetwork.playerList.
Also, all custom properties should be already available as Room.customProperties. Check Room.playerCount to find out if
enough players are in the room to start playing.

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

PunBehaviour.OnLeftLobby Method

Called after leaving a lobby.

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnLeftLobby() | |

Remarks

When you leave a lobby, [CreateRoom](@ref PhotonNetwork.CreateRoom) and [JoinRandomRoom](@ref PhotonNetwork.JoinRandomRoom)
automatically refer to the default lobby.

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

PunBehaviour.OnLeftRoom Method

Called when the local user/client left a room.

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnLeftRoom() | |

Remarks

When leaving a room, PUN brings you back to the Master Server.
Before you can use lobbies and join or create rooms, OnJoinedLobby() or OnConnectedToMaster() will get called again.

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

PunBehaviour.OnLobbyStatisticsUpdate Method

Called when the Master Server sent an update for the Lobby Statistics, updating PhotonNetwork.LobbyStatistics.

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnLobbyStatisticsUpdate() | |

Remarks

This callback has two preconditions:
EnableLobbyStatistics must be set to true, before this client connects.
And the client has to be connected to the Master Server, which is providing the info about lobbies.

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

PunBehaviour.OnMasterClientSwitched Method

Called after switching to a new MasterClient when the current one leaves.

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnMasterClientSwitched(  [PhotonPlayer](#topic_00000000000002C9) *newMasterClient* ) | |

Parameters

newMasterClient

|  |
| --- |
|  |

Remarks

This is not called when this client enters a room.
The former MasterClient is still in the player list when this method get called.

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

PunBehaviour.OnOwnershipRequest Method

Called when another player requests ownership of a PhotonView from you (the current owner).

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnOwnershipRequest(  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] *viewAndPlayer* ) | |

Parameters

viewAndPlayer

|  |
| --- |
| The PhotonView is viewAndPlayer[0] and the requesting player is viewAndPlayer[1]. |

Remarks

The parameter viewAndPlayer contains:
PhotonView view = viewAndPlayer[0] as PhotonView;
PhotonPlayer requestingPlayer = viewAndPlayer[1] as PhotonPlayer;

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

PunBehaviour.OnOwnershipTransfered Method

Called when ownership of a PhotonView is transfered to another player.

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnOwnershipTransfered(  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] *viewAndPlayers* ) | |

Parameters

viewAndPlayers

|  |
| --- |
|  |

Remarks

The parameter viewAndPlayers contains:
PhotonView view = viewAndPlayers[0] as PhotonView;
PhotonPlayer newOwner = viewAndPlayers[1] as PhotonPlayer;
PhotonPlayer oldOwner = viewAndPlayers[2] as PhotonPlayer;

Example

void OnOwnershipTransfered(object[] viewAndPlayers) {} //

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

PunBehaviour.OnPhotonCreateRoomFailed Method

Called when a CreateRoom() call failed. The parameter provides ErrorCode and message (as array).

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonCreateRoomFailed(  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] *codeAndMsg* ) | |

Parameters

codeAndMsg

|  |
| --- |
| codeAndMsg[0] is a short ErrorCode and codeAndMsg[1] is a string debug msg. |

Remarks

Most likely because the room name is already in use (some other client was faster than you).
PUN logs some info if the PhotonNetwork.logLevel is >= PhotonLogLevel.Informational.

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

PunBehaviour.OnPhotonCustomRoomPropertiesChanged Method

Called when a room's custom properties changed. The propertiesThatChanged contains all that was set via Room.SetCustomProperties.

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonCustomRoomPropertiesChanged(  **Hashtable** *propertiesThatChanged* ) | |

Parameters

propertiesThatChanged

|  |
| --- |
| <default> |

Remarks

Since v1.25 this method has one parameter: Hashtable propertiesThatChanged.  
Changing properties must be done by Room.SetCustomProperties, which causes this callback locally, too.

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

PunBehaviour.OnPhotonInstantiate Method

Called on all scripts on a GameObject (and children) that have been Instantiated using PhotonNetwork.Instantiate.

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonInstantiate(  [PhotonMessageInfo](#topic_00000000000001F1) *info* ) | |

Parameters

info

|  |
| --- |
|  |

Remarks

PhotonMessageInfo parameter provides info about who created the object and when (based off PhotonNetworking.time).

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

PunBehaviour.OnPhotonJoinRoomFailed Method

Called when a JoinRoom() call failed. The parameter provides ErrorCode and message (as array).

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonJoinRoomFailed(  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] *codeAndMsg* ) | |

Parameters

codeAndMsg

|  |
| --- |
| codeAndMsg[0] is short ErrorCode. codeAndMsg[1] is string debug msg. |

Remarks

Most likely error is that the room does not exist or the room is full (some other client was faster than you).
PUN logs some info if the PhotonNetwork.logLevel is >= PhotonLogLevel.Informational.

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

PunBehaviour.OnPhotonMaxCccuReached Method

Because the concurrent user limit was (temporarily) reached, this client is rejected by the server and disconnecting.

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonMaxCccuReached() | |

Remarks

When this happens, the user might try again later. You can't create or join rooms in OnPhotonMaxCcuReached(), cause the client will be disconnecting.
You can raise the CCU limits with a new license (when you host yourself) or extended subscription (when using the Photon Cloud).
The Photon Cloud will mail you when the CCU limit was reached. This is also visible in the Dashboard (webpage).

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

PunBehaviour.OnPhotonPlayerActivityChanged Method

Called when a remote Photon Player activity changed. This will be called ONLY if PlayerTtl is greater than 0.

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonPlayerActivityChanged(  [PhotonPlayer](#topic_00000000000002C9) *otherPlayer* ) | |

Parameters

otherPlayer

|  |
| --- |
|  |

Remarks

Use PhotonPlayer.IsInactive to check a player's current activity state.
Example: void OnPhotonPlayerActivityChanged(PhotonPlayer otherPlayer) {...}
This callback has precondition:
PlayerTtl must be greater than 0.

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

PunBehaviour.OnPhotonPlayerConnected Method

Called when a remote player entered the room. This PhotonPlayer is already added to the playerlist at this time.

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonPlayerConnected(  [PhotonPlayer](#topic_00000000000002C9) *newPlayer* ) | |

Parameters

newPlayer

|  |
| --- |
|  |

Remarks

If your game starts with a certain number of players, this callback can be useful to check the
Room.playerCount and find out if you can start.

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

PunBehaviour.OnPhotonPlayerDisconnected Method

Called when a remote player left the room. This PhotonPlayer is already removed from the playerlist at this time.

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonPlayerDisconnected(  [PhotonPlayer](#topic_00000000000002C9) *otherPlayer* ) | |

Parameters

otherPlayer

|  |
| --- |
|  |

Remarks

When your client calls PhotonNetwork.leaveRoom, PUN will call this method on the remaining clients.
When a remote client drops connection or gets closed, this callback gets executed. after a timeout
of several seconds.

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

PunBehaviour.OnPhotonPlayerPropertiesChanged Method

Called when custom player-properties are changed. Player and the changed properties are passed as object[].

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonPlayerPropertiesChanged(  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] *playerAndUpdatedProps* ) | |

Parameters

playerAndUpdatedProps

|  |
| --- |
| Contains PhotonPlayer and the properties that changed See remarks. |

Remarks

Since v1.25 this method has one parameter: object[] playerAndUpdatedProps, which contains two entries.  
[0] is the affected PhotonPlayer.  
[1] is the Hashtable of properties that changed.  
We are using a object[] due to limitations of Unity's GameObject.SendMessage (which has only one optional parameter).
Changing properties must be done by PhotonPlayer.SetCustomProperties, which causes this callback locally, too.
Example:
void OnPhotonPlayerPropertiesChanged(object[] playerAndUpdatedProps) {
PhotonPlayer player = playerAndUpdatedProps[0] as PhotonPlayer;
Hashtable props = playerAndUpdatedProps[1] as Hashtable;
//...
}

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

PunBehaviour.OnPhotonRandomJoinFailed Method

Called when a JoinRandom() call failed. The parameter provides ErrorCode and message.

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonRandomJoinFailed(  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] *codeAndMsg* ) | |

Parameters

codeAndMsg

|  |
| --- |
| codeAndMsg[0] is short ErrorCode. codeAndMsg[1] is string debug msg. |

Remarks

Most likely all rooms are full or no rooms are available.   
When using multiple lobbies (via JoinLobby or TypedLobby), another lobby might have more/fitting rooms.  
PUN logs some info if the PhotonNetwork.logLevel is >= PhotonLogLevel.Informational.

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

PunBehaviour.OnReceivedRoomListUpdate Method

Called for any update of the room-listing while in a lobby (PhotonNetwork.insideLobby) on the Master Server
or when a response is received for PhotonNetwork.GetCustomRoomList().

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnReceivedRoomListUpdate() | |

Remarks

PUN provides the list of rooms by PhotonNetwork.GetRoomList().  
Each item is a RoomInfo which might include custom properties (provided you defined those as lobby-listed when creating a room).
Not all types of lobbies provide a listing of rooms to the client. Some are silent and specialized for server-side matchmaking.

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

PunBehaviour.OnUpdatedFriendList Method

Called when the server sent the response to a FindFriends request and updated PhotonNetwork.Friends.

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnUpdatedFriendList() | |

Remarks

The friends list is available as PhotonNetwork.Friends, listing name, online state and
the room a user is in (if any).

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

PunBehaviour.OnWebRpcResponse Method

Called by PUN when the response to a WebRPC is available. See PhotonNetwork.WebRPC.

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnWebRpcResponse(  **OperationResponse** *response* ) | |

Parameters

response

|  |
| --- |
|  |

Remarks

Important: The response.ReturnCode is 0 if Photon was able to reach your web-service.
The content of the response is what your web-service sent. You can create a WebResponse instance from it.
Example: WebRpcResponse webResponse = new WebRpcResponse(operationResponse);
Please note: Class OperationResponse is in a namespace which needs to be "used":
using ExitGames.Client.Photon; // includes OperationResponse (and other classes)
The OperationResponse.ReturnCode by Photon is:
0 for "OK"
-3 for "Web-Service not configured" (see Dashboard / WebHooks)
-5 for "Web-Service does now have RPC path/name" (at least for Azure)

See Also

Applies to: [PunBehaviour](#topic_00000000000001D3)

Photon.Chat Namespace

Classes

[AuthenticationValues](#topic_000000000000062F), [ChannelCreationOptions](#topic_0000000000000585), [ChannelWellKnownProperties](#topic_0000000000000589), [ChatChannel](#topic_000000000000058C), [ChatClient](#topic_000000000000059E), [ChatEventCode](#topic_00000000000005F4), [ChatOperationCode](#topic_00000000000005FE), [ChatParameterCode](#topic_0000000000000608), [ChatPeer](#topic_000000000000061C), [ChatUserStatus](#topic_0000000000000663), [ErrorCode](#topic_0000000000000646), [ParameterCode](#topic_000000000000063C)

Interfaces

[IChatClientListener](#topic_000000000000066B)

Enumerations

[ChatDisconnectCause](#topic_00000000000005E8), [ChatState](#topic_0000000000000656), [CustomAuthenticationType](#topic_0000000000000626)

AuthenticationValues Class

Container for user authentication in Photon. Set AuthValues before you connect - all else is handled.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**Photon.Chat.AuthenticationValues**

|  |  |
| --- | --- |
| C# |  |
| public class AuthenticationValues | |

Remarks

On Photon, user authentication is optional but can be useful in many cases.
If you want to FindFriends, a unique ID per user is very practical.
There are basically three options for user authentification: None at all, the client sets some UserId
or you can use some account web-service to authenticate a user (and set the UserId server-side).
Custom Authentication lets you verify end-users by some kind of login or token. It sends those
values to Photon which will verify them before granting access or disconnecting the client.
The Photon Cloud Dashboard will let you enable this feature and set important server values for it.
https://dashboard.photonengine.com

Requirements

**Namespace:**[Photon.Chat](#topic_0000000000000584)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Constructors

[AuthenticationValues](#topic_0000000000000636)

Properties

[AuthGetParameters](#topic_0000000000000632), [AuthPostData](#topic_0000000000000633), [AuthType](#topic_0000000000000631), [Token](#topic_0000000000000634), [UserId](#topic_0000000000000635)

Methods

[AddAuthParameter](#topic_000000000000063A), [Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [SetAuthPostData](#topic_0000000000000638), [ToString](#topic_000000000000063B)

Fields

[authType](#topic_0000000000000630)

AuthenticationValues(String) Constructor

Creates minimal info about the user. If this is authenticated or not, depends on the set AuthType.

|  |  |
| --- | --- |
| C# |  |
| public AuthenticationValues(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *userId* ) | |

Parameters

userId

|  |
| --- |
| Some UserId to set in Photon. |

See Also

Applies to: [AuthenticationValues](#topic_000000000000062F)

AuthenticationValues Constructor

Creates empty auth values without any info.

|  |  |
| --- | --- |
| C# |  |
| public AuthenticationValues() | |

See Also

Applies to: [AuthenticationValues](#topic_000000000000062F)

AuthenticationValues.AuthGetParameters Property

This string must contain any (http get) parameters expected by the used authentication service. By default, username and token.

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) AuthGetParameters {get; set;} | |

Remarks

Maps to operation parameter 216.
Standard http get parameters are used here and passed on to the service that's defined in the server (Photon Cloud Dashboard).

See Also

Applies to: [AuthenticationValues](#topic_000000000000062F)

AuthenticationValues.AuthPostData Property

Data to be passed-on to the auth service via POST. Default: null (not sent). Either string or byte[] (see setters).

|  |  |
| --- | --- |
| C# |  |
| public [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) AuthPostData {get; private set;} | |

Remarks

Maps to operation parameter 214.

See Also

Applies to: [AuthenticationValues](#topic_000000000000062F)

AuthenticationValues.AuthType Property

The type of custom authentication provider that should be used. Currently only "Custom" or "None" (turns this off).

|  |  |
| --- | --- |
| C# |  |
| public [CustomAuthenticationType](#topic_0000000000000626) AuthType {get; set;} | |

See Also

Applies to: [AuthenticationValues](#topic_000000000000062F)

AuthenticationValues.Token Property

After initial authentication, Photon provides a token for this client / user, which is subsequently used as (cached) validation.

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) Token {get; set;} | |

See Also

Applies to: [AuthenticationValues](#topic_000000000000062F)

AuthenticationValues.UserId Property

The UserId should be a unique identifier per user. This is for finding friends, etc..

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) UserId {get; set;} | |

See Also

Applies to: [AuthenticationValues](#topic_000000000000062F)

AuthenticationValues.AddAuthParameter Method

Adds a key-value pair to the get-parameters used for Custom Auth (AuthGetParameters).

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) AddAuthParameter(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *key*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *value* ) | |

Parameters

key

|  |
| --- |
| Key for the value to set. |

value

|  |
| --- |
| Some value relevant for Custom Authentication. |

Remarks

This method does uri-encoding for you.

See Also

Applies to: [AuthenticationValues](#topic_000000000000062F)

AuthenticationValues.SetAuthPostData (Byte()) Method

Sets the data to be passed-on to the auth service via POST.

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetAuthPostData(  [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte)[] *byteData* ) | |

Parameters

byteData

|  |
| --- |
| Binary token / auth-data to pass on. |

See Also

Applies to: [AuthenticationValues](#topic_000000000000062F)

AuthenticationValues.SetAuthPostData (String) Method

Sets the data to be passed-on to the auth service via POST.

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetAuthPostData(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *stringData* ) | |

Parameters

stringData

|  |
| --- |
| String data to be used in the body of the POST request. Null or empty string will set AuthPostData to null. |

See Also

Applies to: [AuthenticationValues](#topic_000000000000062F)

AuthenticationValues.ToString Method

Transform this object into string.

|  |  |
| --- | --- |
| C# |  |
| public override [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ToString() | |

Returns

string representation of this object.

See Also

Applies to: [AuthenticationValues](#topic_000000000000062F)

authType Field

See AuthType.

|  |  |
| --- | --- |
| C# |  |
| private [CustomAuthenticationType](#topic_0000000000000626) authType | |

See Also

Applies to: [AuthenticationValues](#topic_000000000000062F)

ChannelCreationOptions Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**Photon.Chat.ChannelCreationOptions**

|  |  |
| --- | --- |
| C# |  |
| public class ChannelCreationOptions | |

Requirements

**Namespace:**[Photon.Chat](#topic_0000000000000584)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[MaxSubscribers](#topic_0000000000000588), [PublishSubscribers](#topic_0000000000000587)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[Default](#topic_0000000000000586)

ChannelCreationOptions.MaxSubscribers Property

Limit of the number of users subscribed to the channel to be created.

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) MaxSubscribers {get; set;} | |

See Also

Applies to: [ChannelCreationOptions](#topic_0000000000000585)

ChannelCreationOptions.PublishSubscribers Property

Whether or not the channel to be created will allow client to keep a list of users.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) PublishSubscribers {get; set;} | |

See Also

Applies to: [ChannelCreationOptions](#topic_0000000000000585)

Default Field

Default values of channel creation options.

|  |  |
| --- | --- |
| C# |  |
| new public static [ChannelCreationOptions](#topic_0000000000000585) Default | |

See Also

Applies to: [ChannelCreationOptions](#topic_0000000000000585)

ChannelWellKnownProperties Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**Photon.Chat.ChannelWellKnownProperties**

|  |  |
| --- | --- |
| C# |  |
| public class ChannelWellKnownProperties | |

Requirements

**Namespace:**[Photon.Chat](#topic_0000000000000584)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[MaxSubscribers](#topic_000000000000058A), [PublishSubscribers](#topic_000000000000058B)

MaxSubscribers Field

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) MaxSubscribers = 255 | |

See Also

Applies to: [ChannelWellKnownProperties](#topic_0000000000000589)

PublishSubscribers Field

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) PublishSubscribers = 254 | |

See Also

Applies to: [ChannelWellKnownProperties](#topic_0000000000000589)

ChatChannel Class

A channel of communication in Photon Chat, updated by ChatClient and provided as READ ONLY.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**Photon.Chat.ChatChannel**

|  |  |
| --- | --- |
| C# |  |
| public class ChatChannel | |

Remarks

Contains messages and senders to use (read!) and display by your GUI.
Access these by:
ChatClient.PublicChannels
ChatClient.PrivateChannels

Requirements

**Namespace:**[Photon.Chat](#topic_0000000000000584)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Constructors

[ChatChannel](#topic_0000000000000598)

Properties

[IsPrivate](#topic_0000000000000591), [LastMsgId](#topic_0000000000000593), [MaxSubscribers](#topic_0000000000000596), [MessageCount](#topic_0000000000000592), [PublishSubscribers](#topic_0000000000000595)

Methods

[Add](#topic_0000000000000599), [ClearMessages](#topic_000000000000059C), [Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToStringMessages](#topic_000000000000059D), [TruncateMessages](#topic_000000000000059B)

Fields

[MessageLimit](#topic_0000000000000590), [Messages](#topic_000000000000058F), [Name](#topic_000000000000058D), [Senders](#topic_000000000000058E), [Subscribers](#topic_0000000000000597), [properties](#topic_0000000000000594)

ChatChannel Constructor

Used internally to create new channels. This does NOT create a channel on the server! Use ChatClient.Subscribe.

|  |  |
| --- | --- |
| C# |  |
| public ChatChannel(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *name* ) | |

Parameters

name

|  |
| --- |
|  |

See Also

Applies to: [ChatChannel](#topic_000000000000058C)

ChatChannel.IsPrivate Property

Is this a private 1:1 channel?

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsPrivate {get;} | |

See Also

Applies to: [ChatChannel](#topic_000000000000058C)

ChatChannel.LastMsgId Property

ID of the last message received.

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) LastMsgId {get;} | |

See Also

Applies to: [ChatChannel](#topic_000000000000058C)

ChatChannel.MaxSubscribers Property

Maximum number of channel subscribers. 0 means infinite.

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) MaxSubscribers {get;} | |

See Also

Applies to: [ChatChannel](#topic_000000000000058C)

ChatChannel.MessageCount Property

Count of messages this client still buffers/knows for this channel.

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) MessageCount {get;} | |

See Also

Applies to: [ChatChannel](#topic_000000000000058C)

ChatChannel.PublishSubscribers Property

Whether or not this channel keeps track of the list of its subscribers.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) PublishSubscribers {get;} | |

See Also

Applies to: [ChatChannel](#topic_000000000000058C)

ChatChannel.Add (String, Object, Int32) Method

Used internally to add messages to this channel.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Add(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *sender*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *message*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *msgId* ) | |

Parameters

sender

|  |
| --- |
|  |

message

|  |
| --- |
|  |

msgId

|  |
| --- |
|  |

See Also

Applies to: [ChatChannel](#topic_000000000000058C)

ChatChannel.Add (String(), Object(), Int32) Method

Used internally to add messages to this channel.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Add(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] *senders*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] *messages*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *lastMsgId* ) | |

Parameters

senders

|  |
| --- |
|  |

messages

|  |
| --- |
|  |

lastMsgId

|  |
| --- |
|  |

See Also

Applies to: [ChatChannel](#topic_000000000000058C)

ChatChannel.ClearMessages Method

Clear the local cache of messages currently stored. This frees memory but doesn't affect the server.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ClearMessages() | |

See Also

Applies to: [ChatChannel](#topic_000000000000058C)

ChatChannel.ToStringMessages Method

Provides a string-representation of all messages in this channel.

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ToStringMessages() | |

Returns

All known messages in format "Sender: Message", line by line.

See Also

Applies to: [ChatChannel](#topic_000000000000058C)

ChatChannel.TruncateMessages Method

Reduces the number of locally cached messages in this channel to the MessageLimit (if set).

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) TruncateMessages() | |

See Also

Applies to: [ChatChannel](#topic_000000000000058C)

MessageLimit Field

If greater than 0, this channel will limit the number of messages, that it caches locally.

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) MessageLimit | |

See Also

Applies to: [ChatChannel](#topic_000000000000058C)

Messages Field

Messages in chronological order. Senders and Messages refer to each other by index. Senders[x] is the sender of Messages[x].

|  |  |
| --- | --- |
| C# |  |
| new public readonly [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[object](https://docs.microsoft.com/en-us/dotnet/api/system.object)> Messages | |

See Also

Applies to: [ChatChannel](#topic_000000000000058C)

Name Field

Name of the channel (used to subscribe and unsubscribe).

|  |  |
| --- | --- |
| C# |  |
| public readonly [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) Name | |

See Also

Applies to: [ChatChannel](#topic_000000000000058C)

Senders Field

Senders of messages in chronological order. Senders and Messages refer to each other by index. Senders[x] is the sender of Messages[x].

|  |  |
| --- | --- |
| C# |  |
| new public readonly [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[string](https://docs.microsoft.com/en-us/dotnet/api/system.string)> Senders | |

See Also

Applies to: [ChatChannel](#topic_000000000000058C)

Subscribers Field

Subscribed users.

|  |  |
| --- | --- |
| C# |  |
| new public readonly [HashSet](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.hashset-1)<[string](https://docs.microsoft.com/en-us/dotnet/api/system.string)> Subscribers | |

See Also

Applies to: [ChatChannel](#topic_000000000000058C)

properties Field

|  |  |
| --- | --- |
| C# |  |
| private [Dictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.dictionary-2)<[object](https://docs.microsoft.com/en-us/dotnet/api/system.object), [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)> properties | |

See Also

Applies to: [ChatChannel](#topic_000000000000058C)

ChatClient Class

Central class of the Photon Chat API to connect, handle channels and messages.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**Photon.Chat.ChatClient**

|  |  |
| --- | --- |
| C# |  |
| public class ChatClient : **IPhotonPeerListener** | |

Remarks

This class must be instantiated with a IChatClientListener instance to get the callbacks.
Integrate it into your game loop by calling Service regularly. If the target platform supports Threads/Tasks,
set UseBackgroundWorkerForSending = true, to let the ChatClient keep the connection by sending from
an independent thread.
Call Connect with an AppId that is setup as Photon Chat application. Note: Connect covers multiple
messages between this client and the servers. A short workflow will connect you to a chat server.
Each ChatClient resembles a user in chat (set in Connect). Each user automatically subscribes a channel
for incoming private messages and can message any other user privately.
Before you publish messages in any non-private channel, that channel must be subscribed.
PublicChannels is a list of subscribed channels, containing messages and senders.
PrivateChannels contains all incoming and sent private messages.

Requirements

**Namespace:**[Photon.Chat](#topic_0000000000000584)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Constructors

[ChatClient](#topic_00000000000005BD)

Properties

[AppId](#topic_00000000000005AB), [AppVersion](#topic_00000000000005AA), [AuthValues](#topic_00000000000005AC), [CanChat](#topic_00000000000005A7), [ChatRegion](#topic_00000000000005A4), [DebugOut](#topic_00000000000005D7), [DisconnectedCause](#topic_00000000000005A6), [FrontendAddress](#topic_00000000000005A2), [HasPeer](#topic_00000000000005A9), [NameServerAddress](#topic_00000000000005A1), [SocketImplementationConfig](#topic_00000000000005BC), [State](#topic_00000000000005A5), [TransportProtocol](#topic_00000000000005BB), [UseBackgroundWorkerForSending](#topic_00000000000005BA), [UserId](#topic_00000000000005AD)

Methods

[AddFriends](#topic_00000000000005D1), [AuthenticateOnFrontEnd](#topic_00000000000005E4), [CanChatInChannel](#topic_00000000000005A8), [Connect](#topic_00000000000005BE), [ConnectAndSetStatus](#topic_00000000000005BF), [ConnectToFrontEnd](#topic_00000000000005E3), [Disconnect](#topic_00000000000005C3), [Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetPrivateChannelNameByUser](#topic_00000000000005D3), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [HandleAuthResponse](#topic_00000000000005E1), [HandleChatMessagesEvent](#topic_00000000000005DE), [HandlePrivateMessageEvent](#topic_00000000000005DD), [HandleStatusUpdate](#topic_00000000000005E2), [HandleSubscribeEvent](#topic_00000000000005DF), [HandleUnsubscribeEvent](#topic_00000000000005E0), [HandleUserSubscribedEvent](#topic_00000000000005E6), [HandleUserUnsubscribedEvent](#topic_00000000000005E5), [IPhotonPeerListener.DebugReturn](#topic_00000000000005D8), [IPhotonPeerListener.OnEvent](#topic_00000000000005D9), [IPhotonPeerListener.OnOperationResponse](#topic_00000000000005DA), [IPhotonPeerListener.OnStatusChanged](#topic_00000000000005DB), [PublishMessage](#topic_00000000000005C9), [RemoveFriends](#topic_00000000000005D2), [SendAcksOnly](#topic_00000000000005C2), [SendChannelOperation](#topic_00000000000005DC), [SendOutgoingInBackground](#topic_00000000000005C1), [SendPrivateMessage](#topic_00000000000005CB), [Service](#topic_00000000000005C0), [SetOnlineStatus](#topic_00000000000005CE), [StopThread](#topic_00000000000005C4), [Subscribe](#topic_00000000000005C5), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [TryGetChannel](#topic_00000000000005D4), [TryGetPrivateChannelByUser](#topic_00000000000005D6), [Unsubscribe](#topic_00000000000005C8), [publishMessage](#topic_00000000000005CA), [sendPrivateMessage](#topic_00000000000005CD)

Fields

[ChatAppName](#topic_00000000000005B4), [DefaultMaxSubscribers](#topic_00000000000005A0), [FriendRequestListMax](#topic_000000000000059F), [MessageLimit](#topic_00000000000005AE), [PrivateChannels](#topic_00000000000005B0), [PublicChannels](#topic_00000000000005AF), [PublicChannelsUnsubscribing](#topic_00000000000005B1), [chatPeer](#topic_00000000000005B3), [chatRegion](#topic_00000000000005A3), [didAuthenticate](#topic_00000000000005B5), [listener](#topic_00000000000005B2), [messageToSetWhenConnected](#topic_00000000000005B7), [msDeltaForServiceCalls](#topic_00000000000005B8), [msTimestampOfLastServiceCall](#topic_00000000000005B9), [statusToSetWhenConnected](#topic_00000000000005B6)

ChatClient Constructor

Chat client constructor.

|  |  |
| --- | --- |
| C# |  |
| public ChatClient(  [IChatClientListener](#topic_000000000000066B) *listener*,  **ConnectionProtocol** *protocol* = ConnectionProtocol.Udp ) | |

Parameters

listener

|  |
| --- |
| The chat listener implementation. |

protocol

|  |
| --- |
| Connection protocol to be used by this client. Default is **Udp**. |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.AppId Property

The AppID as assigned from the Photon Cloud.

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) AppId {get; private set;} | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.AppVersion Property

The version of your client. A new version also creates a new "virtual app" to separate players from older client versions.

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) AppVersion {get; private set;} | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.AuthValues Property

Settable only before you connect!

|  |  |
| --- | --- |
| C# |  |
| public [AuthenticationValues](#topic_000000000000062F) AuthValues {get; set;} | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.CanChat Property

Checks if this client is ready to send messages.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) CanChat {get;} | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.ChatRegion Property

Settable only before you connect! Defaults to "EU".

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ChatRegion {get; set;} | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.DebugOut Property

Sets the level (and amount) of debug output provided by the library.

|  |  |
| --- | --- |
| C# |  |
| public **DebugLevel** DebugOut {get; set;} | |

Remarks

This affects the callbacks to IChatClientListener.DebugReturn.
Default Level: Error.

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.DisconnectedCause Property

Disconnection cause. Check this inside [IChatClientListener.OnDisconnected](#topic_000000000000066D).

|  |  |
| --- | --- |
| C# |  |
| public [ChatDisconnectCause](#topic_00000000000005E8) DisconnectedCause {get; private set;} | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.FrontendAddress Property

The address of the actual chat server assigned from NameServer. Public for read only.

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) FrontendAddress {get; private set;} | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.HasPeer Property

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) HasPeer {get;} | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.NameServerAddress Property

The address of last connected Name Server.

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) NameServerAddress {get; private set;} | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.SocketImplementationConfig Property

Defines which IPhotonSocket class to use per ConnectionProtocol.

|  |  |
| --- | --- |
| C# |  |
| public [Dictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.dictionary-2)<**ConnectionProtocol**, [Type](https://docs.microsoft.com/en-us/dotnet/api/system.type)> SocketImplementationConfig {get;} | |

Remarks

Several platforms have special Socket implementations and slightly different APIs.
To accomodate this, switching the socket implementation for a network protocol was made available.
By default, UDP and TCP have socket implementations assigned.
You only need to set the SocketImplementationConfig once, after creating a PhotonPeer
and before connecting. If you switch the TransportProtocol, the correct implementation is being used.

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.State Property

Current state of the ChatClient. Also use CanChat.

|  |  |
| --- | --- |
| C# |  |
| public [ChatState](#topic_0000000000000656) State {get; private set;} | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.TransportProtocol Property

Exposes the TransportProtocol of the used PhotonPeer. Settable while not connected.

|  |  |
| --- | --- |
| C# |  |
| public **ConnectionProtocol** TransportProtocol {get; set;} | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.UseBackgroundWorkerForSending Property

Defines if a background thread will call SendOutgoingCommands, while your code calls Service to dispatch received messages.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) UseBackgroundWorkerForSending {get; set;} | |

Remarks

The benefit of using a background thread to call SendOutgoingCommands is this:
Even if your game logic is being paused, the background thread will keep the connection to the server up.
On a lower level, acknowledgements and pings will prevent a server-side timeout while (e.g.) Unity loads assets.
Your game logic still has to call Service regularly, or else incoming messages are not dispatched.
As this typically triggers UI updates, it's easier to call Service from the main/UI thread.

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.UserId Property

The unique ID of a user/person, stored in AuthValues.UserId. Set it before you connect.

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) UserId {get; private set;} | |

Remarks

This value wraps AuthValues.UserId.
It's not a nickname and we assume users with the same userID are the same person.

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.AddFriends Method

Adds friends to a list on the Chat Server which will send you status updates for those.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) AddFriends(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] *friends* ) | |

Parameters

friends

|  |
| --- |
| Array of friend userIds. |

Returns

If the operation could be sent.

Remarks

AddFriends and RemoveFriends enable clients to handle their friend list
in the Photon Chat server. Having users on your friends list gives you access
to their current online status (and whatever info your client sets in it).
Each user can set an online status consisting of an integer and an arbitrary
(serializable) object. The object can be null, Hashtable, object[] or anything
else Photon can serialize.
The status is published automatically to friends (anyone who set your user ID
with AddFriends).
Photon flushes friends-list when a chat client disconnects, so it has to be
set each time. If your community API gives you access to online status already,
you could filter and set online friends in AddFriends.
Actual friend relations are not persistent and have to be stored outside
of Photon.

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.AuthenticateOnFrontEnd Method

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) AuthenticateOnFrontEnd() | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.CanChatInChannel Method

Checks if this client is ready to publish messages inside a public channel.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) CanChatInChannel(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *channelName* ) | |

Parameters

channelName

|  |
| --- |
| The channel to do the check with. |

Returns

Whether or not this client is ready to publish messages inside the public channel with the specified channelName.

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.Connect Method

Connects this client to the Photon Chat Cloud service, which will also authenticate the user (and set a UserId).

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Connect(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *appId*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *appVersion*,  [AuthenticationValues](#topic_000000000000062F) *authValues* ) | |

Parameters

appId

|  |
| --- |
| Get your Photon Chat AppId from the Dashboard. |

appVersion

|  |
| --- |
| Any version string you make up. Used to separate users and variants of your clients, which might be incompatible. |

authValues

|  |
| --- |
| Values for authentication. You can leave this null, if you set a UserId before. If you set authValues, they will override any UserId set before. |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.ConnectAndSetStatus Method

Connects this client to the Photon Chat Cloud service, which will also authenticate the user (and set a UserId).
This also sets an online status once connected. By default it will set user status to [ChatUserStatus.Online](#topic_0000000000000666).
See [SetOnlineStatus](#topic_00000000000005D0) for more information.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ConnectAndSetStatus(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *appId*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *appVersion*,  [AuthenticationValues](#topic_000000000000062F) *authValues*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *status* = ChatUserStatus.Online,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *message* = null ) | |

Parameters

appId

|  |
| --- |
| Get your Photon Chat AppId from the Dashboard. |

appVersion

|  |
| --- |
| Any version string you make up. Used to separate users and variants of your clients, which might be incompatible. |

authValues

|  |
| --- |
| Values for authentication. You can leave this null, if you set a UserId before. If you set authValues, they will override any UserId set before. |

status

|  |
| --- |
| User status to set when connected. Predefined states are in class [ChatUserStatus](#topic_0000000000000663). Other values can be used at will. |

message

|  |
| --- |
| Optional status Also sets a status-message which your friends can get. |

Returns

If the connection attempt could be sent at all.

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.ConnectToFrontEnd Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ConnectToFrontEnd() | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.Disconnect Method

Disconnects from the Chat Server by sending a "disconnect command", which prevents a timeout server-side.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Disconnect() | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.GetPrivateChannelNameByUser Method

Get you the (locally used) channel name for the chat between this client and another user.

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) GetPrivateChannelNameByUser(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *userName* ) | |

Parameters

userName

|  |
| --- |
| Remote user's name or UserId. |

Returns

The (locally used) channel name for a private channel.

Remarks

Do not subscribe to this channel.
Private channels do not need to be explicitly subscribed to.
Use this for debugging purposes mainly.

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.HandleAuthResponse Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) HandleAuthResponse(  **OperationResponse** *operationResponse* ) | |

Parameters

operationResponse

|  |
| --- |
|  |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.HandleChatMessagesEvent Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) HandleChatMessagesEvent(  **EventData** *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.HandlePrivateMessageEvent Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) HandlePrivateMessageEvent(  **EventData** *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.HandleStatusUpdate Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) HandleStatusUpdate(  **EventData** *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.HandleSubscribeEvent Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) HandleSubscribeEvent(  **EventData** *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.HandleUnsubscribeEvent Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) HandleUnsubscribeEvent(  **EventData** *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.HandleUserSubscribedEvent Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) HandleUserSubscribedEvent(  **EventData** *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.HandleUserUnsubscribedEvent Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) HandleUserUnsubscribedEvent(  **EventData** *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.IPhotonPeerListener.DebugReturn Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) IPhotonPeerListener.DebugReturn(  **DebugLevel** *level*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *message* ) | |

Parameters

level

|  |
| --- |
|  |

message

|  |
| --- |
|  |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.IPhotonPeerListener.OnEvent Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) IPhotonPeerListener.OnEvent(  **EventData** *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.IPhotonPeerListener.OnOperationResponse Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) IPhotonPeerListener.OnOperationResponse(  **OperationResponse** *operationResponse* ) | |

Parameters

operationResponse

|  |
| --- |
|  |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.IPhotonPeerListener.OnStatusChanged Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) IPhotonPeerListener.OnStatusChanged(  **StatusCode** *statusCode* ) | |

Parameters

statusCode

|  |
| --- |
|  |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.PublishMessage Method

Sends a message to a public channel which this client subscribed to.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) PublishMessage(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *channelName*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *message*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *forwardAsWebhook* = false ) | |

Parameters

channelName

|  |
| --- |
| Name of the channel to publish to. |

message

|  |
| --- |
| Your message (string or any serializable data). |

forwardAsWebhook

|  |
| --- |
| Optionally, public messages can be forwarded as webhooks. Configure webhooks for your Chat app to use this. |

Returns

False if the client is not yet ready to send messages.

Remarks

Before you publish to a channel, you have to subscribe it.
Everyone in that channel will get the message.

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.RemoveFriends Method

Removes the provided entries from the list on the Chat Server and stops their status updates.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) RemoveFriends(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] *friends* ) | |

Parameters

friends

|  |
| --- |
| Array of friend userIds. |

Returns

If the operation could be sent.

Remarks

Photon flushes friends-list when a chat client disconnects. Unless you want to
remove individual entries, you don't have to RemoveFriends.
AddFriends and RemoveFriends enable clients to handle their friend list
in the Photon Chat server. Having users on your friends list gives you access
to their current online status (and whatever info your client sets in it).
Each user can set an online status consisting of an integer and an arbitratry
(serializable) object. The object can be null, Hashtable, object[] or anything
else Photon can serialize.
The status is published automatically to friends (anyone who set your user ID
with AddFriends).
Photon flushes friends-list when a chat client disconnects, so it has to be
set each time. If your community API gives you access to online status already,
you could filter and set online friends in AddFriends.
Actual friend relations are not persistent and have to be stored outside
of Photon.
AddFriends and RemoveFriends enable clients to handle their friend list
in the Photon Chat server. Having users on your friends list gives you access
to their current online status (and whatever info your client sets in it).
Each user can set an online status consisting of an integer and an arbitratry
(serializable) object. The object can be null, Hashtable, object[] or anything
else Photon can serialize.
The status is published automatically to friends (anyone who set your user ID
with AddFriends).
Actual friend relations are not persistent and have to be stored outside
of Photon.

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.SendAcksOnly Method

**NOTE: This member is now obsolete.**

Better use UseBackgroundWorkerForSending and Service().

Obsolete: Better use UseBackgroundWorkerForSending and Service().

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Better use UseBackgroundWorkerForSending and Service().")] public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SendAcksOnly() | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.SendChannelOperation Method

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) SendChannelOperation(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] *channels*,  [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) *operation*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *historyLength* ) | |

Parameters

channels

|  |
| --- |
|  |

operation

|  |
| --- |
|  |

historyLength

|  |
| --- |
|  |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.SendOutgoingInBackground Method

Called by a separate thread, this sends outgoing commands of this peer, as long as it's connected.

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) SendOutgoingInBackground() | |

Returns

True as long as the client is not disconnected.

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.SendPrivateMessage (String, Object, Boolean) Method

Sends a private message to a single target user. Calls OnPrivateMessage on the receiving client.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) SendPrivateMessage(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *target*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *message*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *forwardAsWebhook* = false ) | |

Parameters

target

|  |
| --- |
| Username to send this message to. |

message

|  |
| --- |
| The message you want to send. Can be a simple string or anything serializable. |

forwardAsWebhook

|  |
| --- |
| Optionally, private messages can be forwarded as webhooks. Configure webhooks for your Chat app to use this. |

Returns

True if this clients can send the message to the server.

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.SendPrivateMessage (String, Object, Boolean, Boolean) Method

Sends a private message to a single target user. Calls OnPrivateMessage on the receiving client.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) SendPrivateMessage(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *target*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *message*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *encrypt*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *forwardAsWebhook* ) | |

Parameters

target

|  |
| --- |
| Username to send this message to. |

message

|  |
| --- |
| The message you want to send. Can be a simple string or anything serializable. |

encrypt

|  |
| --- |
| Optionally, private messages can be encrypted. Encryption is not end-to-end as the server decrypts the message. |

forwardAsWebhook

|  |
| --- |
| Optionally, private messages can be forwarded as webhooks. Configure webhooks for your Chat app to use this. |

Returns

True if this clients can send the message to the server.

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.Service Method

Must be called regularly to keep connection between client and server alive and to process incoming messages.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Service() | |

Remarks

This method limits the effort it does automatically using the private variable msDeltaForServiceCalls.
That value is lower for connect and multiplied by 4 when chat-server connection is ready.

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.SetOnlineStatus (Int32) Method

Sets the user's status without changing your status-message.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) SetOnlineStatus(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *status* ) | |

Parameters

status

|  |
| --- |
| Predefined states are in class ChatUserStatus. Other values can be used at will. |

Returns

True if the operation gets called on the server.

Remarks

The predefined status values can be found in class ChatUserStatus.
State ChatUserStatus.Invisible will make you offline for everyone and send no message.
You can set custom values in the status integer. Aside from the pre-configured ones,
all states will be considered visible and online. Else, no one would see the custom state.
This overload does not change the set message.

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.SetOnlineStatus (Int32, Object) Method

Sets the user's status without changing your status-message.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) SetOnlineStatus(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *status*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *message* ) | |

Parameters

status

|  |
| --- |
| Predefined states are in class ChatUserStatus. Other values can be used at will. |

message

|  |
| --- |
| Also sets a status-message which your friends can get. |

Returns

True if the operation gets called on the server.

Remarks

The predefined status values can be found in class ChatUserStatus.
State ChatUserStatus.Invisible will make you offline for everyone and send no message.
You can set custom values in the status integer. Aside from the pre-configured ones,
all states will be considered visible and online. Else, no one would see the custom state.
The message object can be anything that Photon can serialize, including (but not limited to)
Hashtable, object[] and string. This value is defined by your own conventions.

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.SetOnlineStatus (Int32, Object, Boolean) Method

Sets the user's status (pre-defined or custom) and an optional message.

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) SetOnlineStatus(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *status*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *message*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *skipMessage* ) | |

Parameters

status

|  |
| --- |
| Predefined states are in class ChatUserStatus. Other values can be used at will. |

message

|  |
| --- |
| Optional string message or null. |

skipMessage

|  |
| --- |
| If true, the message gets ignored. It can be null but won't replace any current message. |

Returns

True if the operation gets called on the server.

Remarks

The predefined status values can be found in class ChatUserStatus.
State ChatUserStatus.Invisible will make you offline for everyone and send no message.
You can set custom values in the status integer. Aside from the pre-configured ones,
all states will be considered visible and online. Else, no one would see the custom state.
The message object can be anything that Photon can serialize, including (but not limited to)
Hashtable, object[] and string. This value is defined by your own conventions.

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.StopThread Method

Locally shuts down the connection to the Chat Server. This resets states locally but the server will have to timeout this peer.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) StopThread() | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.Subscribe (String, Int32, Int32, ChannelCreationOptions) Method

Subscribe to a single channel and optionally sets its well-know channel properties in case the channel is created.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Subscribe(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *channel*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *lastMsgId* = 0,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *messagesFromHistory* = -1,  [ChannelCreationOptions](#topic_0000000000000585) *creationOptions* = null ) | |

Parameters

channel

|  |
| --- |
| name of the channel to subscribe to |

lastMsgId

|  |
| --- |
| ID of the last received message from this channel when re subscribing to receive only missed messages, default is 0 |

messagesFromHistory

|  |
| --- |
| how many missed messages to receive from history, default is none/-1 |

creationOptions

|  |
| --- |
| options to be used in case the channel to subscribe to will be created. |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.Subscribe (String()) Method

Sends operation to subscribe to a list of channels by name.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Subscribe(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] *channels* ) | |

Parameters

channels

|  |
| --- |
| List of channels to subscribe to. Avoid null or empty values. |

Returns

If the operation could be sent at all (Example: Fails if not connected to Chat Server).

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.Subscribe (String(), Int32) Method

Sends operation to subscribe client to channels, optionally fetching a number of messages from the cache.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Subscribe(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] *channels*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *messagesFromHistory* ) | |

Parameters

channels

|  |
| --- |
| List of channels to subscribe to. Avoid null or empty values. |

messagesFromHistory

|  |
| --- |
| 0: no history. 1 and higher: number of messages in history. -1: all available history. |

Returns

If the operation could be sent at all (Example: Fails if not connected to Chat Server).

Remarks

Subscribes channels will forward new messages to this user. Use PublishMessage to do so.
The messages cache is limited but can be useful to get into ongoing conversations, if that's needed.

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.Subscribe (String(), Int32()) Method

Sends operation to subscribe to a list of channels by name and possibly retrieve messages we did not receive while unsubscribed.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Subscribe(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] *channels*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32)[] *lastMsgIds* ) | |

Parameters

channels

|  |
| --- |
| List of channels to subscribe to. Avoid null or empty values. |

lastMsgIds

|  |
| --- |
| ID of last message received per channel. Useful when re subscribing to receive only messages we missed. |

Returns

If the operation could be sent at all (Example: Fails if not connected to Chat Server).

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.TryGetChannel (String, out ChatChannel) Method

Simplified access to all channels by name. Checks public channels first, then private ones.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) TryGetChannel(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *channelName*,  out [ChatChannel](#topic_000000000000058C) *channel* ) | |

Parameters

channelName

|  |
| --- |
| Name of the channel to get. |

channel

|  |
| --- |
| Out parameter gives you the found channel, if any. |

Returns

True if the channel was found.

Remarks

Public channels exist only when subscribed to them.
Private channels exist only when at least one message is exchanged with the target user privately.

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.TryGetChannel (String, Boolean, out ChatChannel) Method

Simplified access to either private or public channels by name.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) TryGetChannel(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *channelName*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *isPrivate*,  out [ChatChannel](#topic_000000000000058C) *channel* ) | |

Parameters

channelName

|  |
| --- |
| Name of the channel to get. For private channels, the channel-name is composed of both user's names. |

isPrivate

|  |
| --- |
| Define if you expect a private or public channel. |

channel

|  |
| --- |
| Out parameter gives you the found channel, if any. |

Returns

True if the channel was found.

Remarks

Public channels exist only when subscribed to them.
Private channels exist only when at least one message is exchanged with the target user privately.

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.TryGetPrivateChannelByUser Method

Simplified access to private channels by target user.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) TryGetPrivateChannelByUser(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *userId*,  out [ChatChannel](#topic_000000000000058C) *channel* ) | |

Parameters

userId

|  |
| --- |
| UserId of the target user in the private channel. |

channel

|  |
| --- |
| Out parameter gives you the found channel, if any. |

Returns

True if the channel was found.

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.Unsubscribe Method

Unsubscribes from a list of channels, which stops getting messages from those.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Unsubscribe(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] *channels* ) | |

Parameters

channels

|  |
| --- |
| Names of channels to unsubscribe. |

Returns

False, if not connected to a chat server.

Remarks

The client will remove these channels from the PublicChannels dictionary once the server sent a response to this request.
The request will be sent to the server and IChatClientListener.OnUnsubscribed gets called when the server
actually removed the channel subscriptions.
Unsubscribe will fail if you include null or empty channel names.

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.publishMessage Method

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) publishMessage(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *channelName*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *message*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *reliable*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *forwardAsWebhook* = false ) | |

Parameters

channelName

|  |
| --- |
|  |

message

|  |
| --- |
|  |

reliable

|  |
| --- |
|  |

forwardAsWebhook

|  |
| --- |
|  |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatClient.sendPrivateMessage Method

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) sendPrivateMessage(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *target*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *message*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *encrypt*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *reliable*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *forwardAsWebhook* = false ) | |

Parameters

target

|  |
| --- |
|  |

message

|  |
| --- |
|  |

encrypt

|  |
| --- |
|  |

reliable

|  |
| --- |
|  |

forwardAsWebhook

|  |
| --- |
|  |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

MessageLimit Field

If greater than 0, new channels will limit the number of messages they cache locally.

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) MessageLimit | |

Remarks

This can be useful to limit the amount of memory used by chats.
You can set a MessageLimit per channel but this value gets applied to new ones.
Note:
Changing this value, does not affect ChatChannels that are already in use!

See Also

Applies to: [ChatClient](#topic_000000000000059E)

PrivateChannels Field

Private channels in which this client has exchanged messages.

|  |  |
| --- | --- |
| C# |  |
| public readonly [Dictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.dictionary-2)<[string](https://docs.microsoft.com/en-us/dotnet/api/system.string), [ChatChannel](#topic_000000000000058C)> PrivateChannels | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

PublicChannels Field

Public channels this client is subscribed to.

|  |  |
| --- | --- |
| C# |  |
| public readonly [Dictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.dictionary-2)<[string](https://docs.microsoft.com/en-us/dotnet/api/system.string), [ChatChannel](#topic_000000000000058C)> PublicChannels | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

PublicChannelsUnsubscribing Field

|  |  |
| --- | --- |
| C# |  |
| private readonly [HashSet](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.hashset-1)<[string](https://docs.microsoft.com/en-us/dotnet/api/system.string)> PublicChannelsUnsubscribing | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

chatPeer Field

The Chat Peer used by this client.

|  |  |
| --- | --- |
| C# |  |
| public [ChatPeer](#topic_000000000000061C) chatPeer | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

chatRegion Field

Region used to connect to. Currently all chat is done in EU. It can make sense to use only one region for the whole game.

|  |  |
| --- | --- |
| C# |  |
| private [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) chatRegion | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

didAuthenticate Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) didAuthenticate | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

listener Field

|  |  |
| --- | --- |
| C# |  |
| private readonly [IChatClientListener](#topic_000000000000066B) listener | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

messageToSetWhenConnected Field

|  |  |
| --- | --- |
| C# |  |
| private [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) messageToSetWhenConnected | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

msDeltaForServiceCalls Field

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) msDeltaForServiceCalls | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

msTimestampOfLastServiceCall Field

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) msTimestampOfLastServiceCall | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

statusToSetWhenConnected Field

|  |  |
| --- | --- |
| C# |  |
| private [Nullable](https://docs.microsoft.com/en-us/dotnet/api/system.nullable-1)<[int](https://docs.microsoft.com/en-us/dotnet/api/system.int32)> statusToSetWhenConnected | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatAppName Field

|  |  |
| --- | --- |
| C# |  |
| private const [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ChatAppName = @"chat" | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

DefaultMaxSubscribers Field

Default maximum value possible for [ChatChannel.MaxSubscribers](#topic_0000000000000596) when [ChatChannel.PublishSubscribers](#topic_0000000000000595) is enabled

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) DefaultMaxSubscribers = 100 | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

FriendRequestListMax Field

|  |  |
| --- | --- |
| C# |  |
| private const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) FriendRequestListMax = 1024 | |

See Also

Applies to: [ChatClient](#topic_000000000000059E)

ChatEventCode Class

Wraps up internally used constants in Photon Chat events. You don't have to use them directly usually.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**Photon.Chat.ChatEventCode**

|  |  |
| --- | --- |
| C# |  |
| public class ChatEventCode | |

Requirements

**Namespace:**[Photon.Chat](#topic_0000000000000584)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[ChatMessages](#topic_00000000000005F5), [FriendsList](#topic_00000000000005F8), [PrivateMessage](#topic_00000000000005F7), [StatusUpdate](#topic_00000000000005F9), [Subscribe](#topic_00000000000005FA), [Unsubscribe](#topic_00000000000005FB), [UserSubscribed](#topic_00000000000005FC), [UserUnsubscribed](#topic_00000000000005FD), [Users](#topic_00000000000005F6)

ChatMessages Field

(0) Event code for messages published in public channels.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) ChatMessages = 0 | |

See Also

Applies to: [ChatEventCode](#topic_00000000000005F4)

FriendsList Field

(3) Not Used.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) FriendsList = 3 | |

See Also

Applies to: [ChatEventCode](#topic_00000000000005F4)

PrivateMessage Field

(2) Event code for messages published in private channels

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) PrivateMessage = 2 | |

See Also

Applies to: [ChatEventCode](#topic_00000000000005F4)

StatusUpdate Field

(4) Event code for status updates.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) StatusUpdate = 4 | |

See Also

Applies to: [ChatEventCode](#topic_00000000000005F4)

Subscribe Field

(5) Event code for subscription acks.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Subscribe = 5 | |

See Also

Applies to: [ChatEventCode](#topic_00000000000005F4)

Unsubscribe Field

(6) Event code for unsubscribe acks.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Unsubscribe = 6 | |

See Also

Applies to: [ChatEventCode](#topic_00000000000005F4)

UserSubscribed Field

(7) Event code for new user subscription to a channel where [ChatChannel.PublishSubscribers](#topic_0000000000000595) is enabled.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) UserSubscribed = 8 | |

See Also

Applies to: [ChatEventCode](#topic_00000000000005F4)

UserUnsubscribed Field

(8) Event code for when user unsubscribes from a channel where [ChatChannel.PublishSubscribers](#topic_0000000000000595) is enabled.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) UserUnsubscribed = 9 | |

See Also

Applies to: [ChatEventCode](#topic_00000000000005F4)

Users Field

(1) Not Used.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Users = 1 | |

See Also

Applies to: [ChatEventCode](#topic_00000000000005F4)

ChatOperationCode Class

Wraps up codes for operations used internally in Photon Chat. You don't have to use them directly usually.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**Photon.Chat.ChatOperationCode**

|  |  |
| --- | --- |
| C# |  |
| public class ChatOperationCode | |

Requirements

**Namespace:**[Photon.Chat](#topic_0000000000000584)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[AddFriends](#topic_0000000000000606), [Authenticate](#topic_00000000000005FF), [ChannelHistory](#topic_0000000000000604), [Publish](#topic_0000000000000602), [RemoveFriends](#topic_0000000000000607), [SendPrivate](#topic_0000000000000603), [Subscribe](#topic_0000000000000600), [Unsubscribe](#topic_0000000000000601), [UpdateStatus](#topic_0000000000000605)

AddFriends Field

(6) Add friends the list of friends that should update you of their status.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) AddFriends = 6 | |

See Also

Applies to: [ChatOperationCode](#topic_00000000000005FE)

Authenticate Field

(230) Operation Authenticate.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Authenticate = 230 | |

See Also

Applies to: [ChatOperationCode](#topic_00000000000005FE)

ChannelHistory Field

(4) Not used yet.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) ChannelHistory = 4 | |

See Also

Applies to: [ChatOperationCode](#topic_00000000000005FE)

Publish Field

(2) Operation to publish a message in a chat channel.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Publish = 2 | |

See Also

Applies to: [ChatOperationCode](#topic_00000000000005FE)

RemoveFriends Field

(7) Remove friends from list of friends that should update you of their status.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) RemoveFriends = 7 | |

See Also

Applies to: [ChatOperationCode](#topic_00000000000005FE)

SendPrivate Field

(3) Operation to send a private message to some other user.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) SendPrivate = 3 | |

See Also

Applies to: [ChatOperationCode](#topic_00000000000005FE)

Subscribe Field

(0) Operation to subscribe to chat channels.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Subscribe = 0 | |

See Also

Applies to: [ChatOperationCode](#topic_00000000000005FE)

Unsubscribe Field

(1) Operation to unsubscribe from chat channels.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Unsubscribe = 1 | |

See Also

Applies to: [ChatOperationCode](#topic_00000000000005FE)

UpdateStatus Field

(5) Set your (client's) status.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) UpdateStatus = 5 | |

See Also

Applies to: [ChatOperationCode](#topic_00000000000005FE)

ChatParameterCode Class

Wraps up codes for parameters (in operations and events) used internally in Photon Chat. You don't have to use them directly usually.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**Photon.Chat.ChatParameterCode**

|  |  |
| --- | --- |
| C# |  |
| public class ChatParameterCode | |

Requirements

**Namespace:**[Photon.Chat](#topic_0000000000000584)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[Channel](#topic_000000000000060A), [ChannelSubscribers](#topic_000000000000061B), [ChannelUserCount](#topic_000000000000060F), [Channels](#topic_0000000000000609), [Friends](#topic_0000000000000616), [HistoryLength](#topic_0000000000000618), [Message](#topic_000000000000060C), [Messages](#topic_000000000000060B), [MsgId](#topic_0000000000000611), [MsgIds](#topic_0000000000000612), [Properties](#topic_000000000000061A), [Secret](#topic_0000000000000613), [Sender](#topic_000000000000060E), [Senders](#topic_000000000000060D), [SkipMessage](#topic_0000000000000617), [Status](#topic_0000000000000615), [SubscribeResults](#topic_0000000000000614), [UserId](#topic_0000000000000610), [WebFlags](#topic_0000000000000619)

Channel Field

(1) Name of a single chat channel.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Channel = 1 | |

See Also

Applies to: [ChatParameterCode](#topic_0000000000000608)

ChannelSubscribers Field

(23) Array of UserIds of users already subscribed to a channel.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) ChannelSubscribers = 23 | |

Remarks

Used in Subscribe event when PublishSubscribers is enabled.
Does not include local user who just subscribed.
Maximum length is ([ChatChannel.MaxSubscribers](#topic_0000000000000596) - 1).

See Also

Applies to: [ChatParameterCode](#topic_0000000000000608)

ChannelUserCount Field

(6) Not used.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) ChannelUserCount = 6 | |

See Also

Applies to: [ChatParameterCode](#topic_0000000000000608)

Channels Field

(0) Array of chat channels.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Channels = 0 | |

See Also

Applies to: [ChatParameterCode](#topic_0000000000000608)

Friends Field

(11) Friends

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Friends = 11 | |

See Also

Applies to: [ChatParameterCode](#topic_0000000000000608)

HistoryLength Field

(14) Number of message to fetch from history. 0: no history. 1 and higher: number of messages in history. -1: all history.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) HistoryLength = 14 | |

See Also

Applies to: [ChatParameterCode](#topic_0000000000000608)

Message Field

(3) A single chat message.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Message = 3 | |

See Also

Applies to: [ChatParameterCode](#topic_0000000000000608)

Messages Field

(2) Array of chat messages.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Messages = 2 | |

See Also

Applies to: [ChatParameterCode](#topic_0000000000000608)

MsgId Field

(8) Id of a message.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) MsgId = 8 | |

See Also

Applies to: [ChatParameterCode](#topic_0000000000000608)

MsgIds Field

(9) Not used.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) MsgIds = 9 | |

See Also

Applies to: [ChatParameterCode](#topic_0000000000000608)

Properties Field

(22) Properties of channel or user.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Properties = 22 | |

Remarks

In event [ChatEventCode.Subscribe](#topic_00000000000005FA) it's always channel properties.

See Also

Applies to: [ChatParameterCode](#topic_0000000000000608)

Secret Field

(221) Secret token to identify an authorized user.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Secret = 221 | |

Remarks

The code is used in LoadBalancing and copied over here.

See Also

Applies to: [ChatParameterCode](#topic_0000000000000608)

Sender Field

(5) Name of a the user who sent a chat message.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Sender = 5 | |

See Also

Applies to: [ChatParameterCode](#topic_0000000000000608)

Senders Field

(4) Array of names of the users who sent the array of chat messages.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Senders = 4 | |

See Also

Applies to: [ChatParameterCode](#topic_0000000000000608)

SkipMessage Field

(12) SkipMessage is used in SetOnlineStatus and if true, the message is not being broadcast.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) SkipMessage = 12 | |

See Also

Applies to: [ChatParameterCode](#topic_0000000000000608)

Status Field

(10) Status

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Status = 10 | |

See Also

Applies to: [ChatParameterCode](#topic_0000000000000608)

SubscribeResults Field

(15) Subscribe operation result parameter. A bool[] with result per channel.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) SubscribeResults = 15 | |

See Also

Applies to: [ChatParameterCode](#topic_0000000000000608)

UserId Field

(225) Name of user to send a (private) message to.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) UserId = 225 | |

Remarks

The code is used in LoadBalancing and copied over here.

See Also

Applies to: [ChatParameterCode](#topic_0000000000000608)

WebFlags Field

(21) WebFlags object for changing behaviour of webhooks from client.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) WebFlags = 21 | |

See Also

Applies to: [ChatParameterCode](#topic_0000000000000608)

ChatPeer Class

Provides basic operations of the Photon Chat server. This internal class is used by public ChatClient.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[ExitGames.Client.Photon.PhotonPeer](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer)

**Photon.Chat.ChatPeer**

|  |  |
| --- | --- |
| C# |  |
| public class ChatPeer : **PhotonPeer** | |

Requirements

**Namespace:**[Photon.Chat](#topic_0000000000000584)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Constructors

[ChatPeer](#topic_0000000000000621)

Properties

[ByteArraySlicePool](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.bytearrayslicepool) (inherited from **PhotonPeer**), [ByteCountCurrentDispatch](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.bytecountcurrentdispatch) (inherited from **PhotonPeer**), [ByteCountLastOperation](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.bytecountlastoperation) (inherited from **PhotonPeer**), [BytesIn](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.bytesin) (inherited from **PhotonPeer**), [BytesOut](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.bytesout) (inherited from **PhotonPeer**), [ClientVersion](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.clientversion) (inherited from **PhotonPeer**), [CommandBufferSize](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.commandbuffersize) (inherited from **PhotonPeer**), [CommandInfoCurrentDispatch](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.commandinfocurrentdispatch) (inherited from **PhotonPeer**), [ConnectionTime](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.connectiontime) (inherited from **PhotonPeer**), [CountDiscarded](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.countdiscarded) (inherited from **PhotonPeer**), [CrcEnabled](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.crcenabled) (inherited from **PhotonPeer**), [DeltaUnreliableNumber](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.deltaunreliablenumber) (inherited from **PhotonPeer**), [DisconnectTimeout](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.disconnecttimeout) (inherited from **PhotonPeer**), [EnableServerTracing](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.enableservertracing) (inherited from **PhotonPeer**), [EncryptorType](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.encryptortype) (inherited from **PhotonPeer**), [IsEncryptionAvailable](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.isencryptionavailable) (inherited from **PhotonPeer**), [IsSendingOnlyAcks](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.issendingonlyacks) (inherited from **PhotonPeer**), [IsSimulationEnabled](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.issimulationenabled) (inherited from **PhotonPeer**), [LastRoundTripTime](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.lastroundtriptime) (inherited from **PhotonPeer**), [LastSendAckTime](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.lastsendacktime) (inherited from **PhotonPeer**), [LastSendOutgoingTime](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.lastsendoutgoingtime) (inherited from **PhotonPeer**), [LimitOfUnreliableCommands](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.limitofunreliablecommands) (inherited from **PhotonPeer**), [Listener](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.listener) (inherited from **PhotonPeer**), [LocalMsTimestampDelegate](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.localmstimestampdelegate) (inherited from **PhotonPeer**), [LocalTimeInMilliSeconds](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.localtimeinmilliseconds) (inherited from **PhotonPeer**), [LongestSentCall](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.longestsentcall) (inherited from **PhotonPeer**), [MaximumTransferUnit](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.maximumtransferunit) (inherited from **PhotonPeer**), [NameServerAddress](#topic_0000000000000620), [NetworkSimulationSettings](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.networksimulationsettings) (inherited from **PhotonPeer**), [PacketLossByChallenge](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.packetlossbychallenge) (inherited from **PhotonPeer**), [PacketLossByCrc](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.packetlossbycrc) (inherited from **PhotonPeer**), [PayloadEncryptorType](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.payloadencryptortype) (inherited from **PhotonPeer**), [PeerID](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.peerid) (inherited from **PhotonPeer**), [PeerState](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.peerstate) (inherited from **PhotonPeer**), [QueuedIncomingCommands](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.queuedincomingcommands) (inherited from **PhotonPeer**), [QueuedOutgoingCommands](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.queuedoutgoingcommands) (inherited from **PhotonPeer**), [QuickResendAttempts](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.quickresendattempts) (inherited from **PhotonPeer**), [ResentReliableCommands](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.resentreliablecommands) (inherited from **PhotonPeer**), [ReuseEventInstance](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.reuseeventinstance) (inherited from **PhotonPeer**), [RoundTripTime](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.roundtriptime) (inherited from **PhotonPeer**), [RoundTripTimeVariance](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.roundtriptimevariance) (inherited from **PhotonPeer**), [SentReliableCommandsCount](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.sentreliablecommandscount) (inherited from **PhotonPeer**), [SerializationProtocolType](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.serializationprotocoltype) (inherited from **PhotonPeer**), [ServerAddress](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.serveraddress) (inherited from **PhotonPeer**), [ServerIpAddress](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.serveripaddress) (inherited from **PhotonPeer**), [ServerTimeInMilliSeconds](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.servertimeinmilliseconds) (inherited from **PhotonPeer**), [SocketImplementation](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.socketimplementation) (inherited from **PhotonPeer**), [TimestampOfLastSocketReceive](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.timestampoflastsocketreceive) (inherited from **PhotonPeer**), [TrafficStatsElapsedMs](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.trafficstatselapsedms) (inherited from **PhotonPeer**), [TrafficStatsEnabled](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.trafficstatsenabled) (inherited from **PhotonPeer**), [TrafficStatsGameLevel](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.trafficstatsgamelevel) (inherited from **PhotonPeer**), [TrafficStatsIncoming](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.trafficstatsincoming) (inherited from **PhotonPeer**), [TrafficStatsOutgoing](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.trafficstatsoutgoing) (inherited from **PhotonPeer**), [TransportProtocol](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.transportprotocol) (inherited from **PhotonPeer**), [UseByteArraySlicePoolForEvents](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.usebytearrayslicepoolforevents) (inherited from **PhotonPeer**), [UsedProtocol](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.usedprotocol) (inherited from **PhotonPeer**), [WrapIncomingStructs](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.wrapincomingstructs) (inherited from **PhotonPeer**)

Methods

[AuthenticateOnNameServer](#topic_0000000000000625), [CommandLogToString](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.commandlogtostring) (inherited from **PhotonPeer**), [ConfigUnitySockets](#topic_0000000000000622), [Connect](#topic_0000000000000624), [Disconnect](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.disconnect) (inherited from **PhotonPeer**), [DispatchIncomingCommands](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.dispatchincomingcommands) (inherited from **PhotonPeer**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [EstablishEncryption](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.establishencryption) (inherited from **PhotonPeer**), [FetchServerTimestamp](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.fetchservertimestamp) (inherited from **PhotonPeer**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetNameServerAddress](#topic_0000000000000623), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [InitDatagramEncryption](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.initdatagramencryption) (inherited from **PhotonPeer**), [InitPayloadEncryption](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.initpayloadencryption) (inherited from **PhotonPeer**), [SendAcksOnly](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.sendacksonly) (inherited from **PhotonPeer**), [SendOperation](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.sendoperation) (inherited from **PhotonPeer**), [SendOutgoingCommands](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.sendoutgoingcommands) (inherited from **PhotonPeer**), [Service](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.service) (inherited from **PhotonPeer**), [StopThread](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.stopthread) (inherited from **PhotonPeer**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [TrafficStatsReset](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.trafficstatsreset) (inherited from **PhotonPeer**), [VitalStatsToString](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.vitalstatstostring) (inherited from **PhotonPeer**)

Events

[OnDisconnectMessage](https://docs.microsoft.com/en-us/dotnet/api/exitgames.client.photon.photonpeer.ondisconnectmessage) (inherited from **PhotonPeer**)

Fields

[NameServerHost](#topic_000000000000061D), [NameServerHttp](#topic_000000000000061E), [ProtocolToNameServerPort](#topic_000000000000061F)

ChatPeer Constructor

Chat Peer constructor.

|  |  |
| --- | --- |
| C# |  |
| public ChatPeer(  **IPhotonPeerListener** *listener*,  **ConnectionProtocol** *protocol* ) | |

Parameters

listener

|  |
| --- |
| Chat listener implementation. |

protocol

|  |
| --- |
| Protocol to be used by the peer. |

See Also

Applies to: [ChatPeer](#topic_000000000000061C)

ChatPeer.NameServerAddress Property

Name Server Address for Photon Cloud (based on current protocol). You can use the default values and usually won't have to set this value.

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) NameServerAddress {get;} | |

See Also

Applies to: [ChatPeer](#topic_000000000000061C)

ChatPeer.AuthenticateOnNameServer Method

Authenticates on NameServer.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) AuthenticateOnNameServer(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *appId*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *appVersion*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *region*,  [AuthenticationValues](#topic_000000000000062F) *authValues* ) | |

Parameters

appId

|  |
| --- |
|  |

appVersion

|  |
| --- |
|  |

region

|  |
| --- |
|  |

authValues

|  |
| --- |
|  |

Returns

If the authentication operation request could be sent.

See Also

Applies to: [ChatPeer](#topic_000000000000061C)

ChatPeer.ConfigUnitySockets Method

|  |  |
| --- | --- |
| C# |  |
| [Conditional("SUPPORTED\_UNITY")] private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ConfigUnitySockets() | |

See Also

Applies to: [ChatPeer](#topic_000000000000061C)

ChatPeer.Connect Method

Connects to NameServer.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Connect() | |

Returns

If the connection attempt could be sent.

See Also

Applies to: [ChatPeer](#topic_000000000000061C)

ChatPeer.GetNameServerAddress Method

Gets the NameServer Address (with prefix and port), based on the set protocol (this.UsedProtocol).

|  |  |
| --- | --- |
| C# |  |
| private [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) GetNameServerAddress() | |

Returns

NameServer Address (with prefix and port).

See Also

Applies to: [ChatPeer](#topic_000000000000061C)

ProtocolToNameServerPort Field

Name Server port per protocol (the UDP port is different than TCP, etc).

|  |  |
| --- | --- |
| C# |  |
| new private static readonly [Dictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.dictionary-2)<**ConnectionProtocol**, [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32)> ProtocolToNameServerPort | |

See Also

Applies to: [ChatPeer](#topic_000000000000061C)

NameServerHost Field

Name Server Host Name for Photon Cloud. Without port and without any prefix.

|  |  |
| --- | --- |
| C# |  |
| public const [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) NameServerHost = @"ns.exitgames.com" | |

See Also

Applies to: [ChatPeer](#topic_000000000000061C)

NameServerHttp Field

Name Server for HTTP connections to the Photon Cloud. Includes prefix and port.

|  |  |
| --- | --- |
| C# |  |
| public const [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) NameServerHttp = @"http://ns.exitgamescloud.com:80/photon/n" | |

See Also

Applies to: [ChatPeer](#topic_000000000000061C)

ChatUserStatus Class

Contains commonly used status values for SetOnlineStatus. You can define your own.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**Photon.Chat.ChatUserStatus**

|  |  |
| --- | --- |
| C# |  |
| public static class ChatUserStatus | |

Remarks

While "online" (value 2 and up), the status message will be sent to anyone who has you on his friend list.
Define custom online status values as you like with these rules:
0: Means "offline". It will be used when you are not connected. In this status, there is no status message.
1: Means "invisible" and is sent to friends as "offline". They see status 0, no message but you can chat.
2: And any higher value will be treated as "online". Status can be set.

Requirements

**Namespace:**[Photon.Chat](#topic_0000000000000584)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[Away](#topic_0000000000000667), [DND](#topic_0000000000000668), [Invisible](#topic_0000000000000665), [LFG](#topic_0000000000000669), [Offline](#topic_0000000000000664), [Online](#topic_0000000000000666), [Playing](#topic_000000000000066A)

Away Field

(3) Online but not available.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) Away = 3 | |

See Also

Applies to: [ChatUserStatus](#topic_0000000000000663)

DND Field

(4) Do not disturb.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) DND = 4 | |

See Also

Applies to: [ChatUserStatus](#topic_0000000000000663)

Invisible Field

(1) Be invisible to everyone. Sends no message.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) Invisible = 1 | |

See Also

Applies to: [ChatUserStatus](#topic_0000000000000663)

LFG Field

(5) Looking For Game/Group. Could be used when you want to be invited or do matchmaking.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) LFG = 5 | |

See Also

Applies to: [ChatUserStatus](#topic_0000000000000663)

Offline Field

(0) Offline.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) Offline = 0 | |

See Also

Applies to: [ChatUserStatus](#topic_0000000000000663)

Online Field

(2) Online and available.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) Online = 2 | |

See Also

Applies to: [ChatUserStatus](#topic_0000000000000663)

Playing Field

(6) Could be used when in a room, playing.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) Playing = 6 | |

See Also

Applies to: [ChatUserStatus](#topic_0000000000000663)

ErrorCode Class

ErrorCode defines the default codes associated with Photon client/server communication.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**Photon.Chat.ErrorCode**

|  |  |
| --- | --- |
| C# |  |
| public class ErrorCode | |

Requirements

**Namespace:**[Photon.Chat](#topic_0000000000000584)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[CustomAuthenticationFailed](#topic_0000000000000655), [GameClosed](#topic_000000000000064E), [GameDoesNotExist](#topic_0000000000000652), [GameFull](#topic_000000000000064D), [GameIdAlreadyExists](#topic_000000000000064C), [InternalServerError](#topic_000000000000064A), [InvalidAuthentication](#topic_000000000000064B), [InvalidOperationCode](#topic_0000000000000649), [InvalidRegion](#topic_0000000000000654), [MaxCcuReached](#topic_0000000000000653), [NoRandomMatchFound](#topic_0000000000000651), [Ok](#topic_0000000000000647), [OperationNotAllowedInCurrentState](#topic_0000000000000648), [ServerFull](#topic_000000000000064F), [UserBlocked](#topic_0000000000000650)

CustomAuthenticationFailed Field

(32755) Custom Authentication of the user failed due to setup reasons (see Cloud Dashboard) or the provided user data (like username or token). Check error message for details.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) CustomAuthenticationFailed = 32755 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000646)

GameClosed Field

(32764) Game is closed and can't be joined. Join another game.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) GameClosed = 32764 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000646)

GameDoesNotExist Field

(32758) Join can fail if the room (name) is not existing (anymore). This can happen when players leave while you join.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) GameDoesNotExist = 32758 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000646)

GameFull Field

(32765) Game is full. This rarely happens when some player joined the room before your join completed.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) GameFull = 32765 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000646)

GameIdAlreadyExists Field

(32766) GameId (name) already in use (can't create another). Change name.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) GameIdAlreadyExists = 32766 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000646)

InternalServerError Field

(-1) Something went wrong in the server. Try to reproduce and contact Exit Games.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) InternalServerError = -1 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000646)

InvalidAuthentication Field

(32767) Authentication failed. Possible cause: AppId is unknown to Photon (in cloud service).

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) InvalidAuthentication = 32767 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000646)

InvalidOperationCode Field

(-2) The operation you called is not implemented on the server (application) you connect to. Make sure you run the fitting applications.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) InvalidOperationCode = -2 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000646)

InvalidRegion Field

(32756) Authorization on the Photon Cloud failed because the app's subscription does not allow to use a particular region's server.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) InvalidRegion = 32756 | |

Remarks

Some subscription plans for the Photon Cloud are region-bound. Servers of other regions can't be used then.
Check your master server address and compare it with your Photon Cloud Dashboard's info.
https://cloud.photonengine.com/dashboard
OpAuthorize is part of connection workflow but only on the Photon Cloud, this error can happen.
Self-hosted Photon servers with a CCU limited license won't let a client connect at all.

See Also

Applies to: [ErrorCode](#topic_0000000000000646)

MaxCcuReached Field

(32757) Authorization on the Photon Cloud failed because the concurrent users (CCU) limit of the app's subscription is reached.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) MaxCcuReached = 32757 | |

Remarks

Unless you have a plan with "CCU Burst", clients might fail the authentication step during connect.
Affected client are unable to call operations. Please note that players who end a game and return
to the master server will disconnect and re-connect, which means that they just played and are rejected
in the next minute / re-connect.
This is a temporary measure. Once the CCU is below the limit, players will be able to connect an play again.
OpAuthorize is part of connection workflow but only on the Photon Cloud, this error can happen.
Self-hosted Photon servers with a CCU limited license won't let a client connect at all.

See Also

Applies to: [ErrorCode](#topic_0000000000000646)

NoRandomMatchFound Field

(32760) Random matchmaking only succeeds if a room exists that is neither closed nor full. Repeat in a few seconds or create a new room.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) NoRandomMatchFound = 32760 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000646)

Ok Field

(0) is always "OK", anything else an error or specific situation.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) Ok = 0 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000646)

OperationNotAllowedInCurrentState Field

(-3) Operation can't be executed yet (e.g. OpJoin can't be called before being authenticated, RaiseEvent cant be used before getting into a room).

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) OperationNotAllowedInCurrentState = -3 | |

Remarks

Before you call any operations on the Cloud servers, the automated client workflow must complete its authorization.
In PUN, wait until State is: JoinedLobby or ConnectedToMaster

See Also

Applies to: [ErrorCode](#topic_0000000000000646)

ServerFull Field

(32762) Not in use currently.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) ServerFull = 32762 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000646)

UserBlocked Field

(32761) Not in use currently.

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) UserBlocked = 32761 | |

See Also

Applies to: [ErrorCode](#topic_0000000000000646)

ParameterCode Class

Class for constants. Codes for parameters of Operations and Events.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**Photon.Chat.ParameterCode**

|  |  |
| --- | --- |
| C# |  |
| public class ParameterCode | |

Requirements

**Namespace:**[Photon.Chat](#topic_0000000000000584)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[Address](#topic_0000000000000644), [AppVersion](#topic_000000000000063F), [ApplicationId](#topic_000000000000063D), [ClientAuthenticationData](#topic_0000000000000642), [ClientAuthenticationParams](#topic_0000000000000641), [ClientAuthenticationType](#topic_0000000000000640), [Region](#topic_0000000000000643), [Secret](#topic_000000000000063E), [UserId](#topic_0000000000000645)

Address Field

(230) Address of a (game) server to use.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Address = 230 | |

See Also

Applies to: [ParameterCode](#topic_000000000000063C)

AppVersion Field

(220) Version of your application

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) AppVersion = 220 | |

See Also

Applies to: [ParameterCode](#topic_000000000000063C)

ApplicationId Field

(224) Your application's ID: a name on your own Photon or a GUID on the Photon Cloud

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) ApplicationId = 224 | |

See Also

Applies to: [ParameterCode](#topic_000000000000063C)

ClientAuthenticationData Field

(214) This key's (string or byte[]) value provides parameters sent to the custom authentication service setup in Photon Dashboard. Used in OpAuthenticate

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) ClientAuthenticationData = 214 | |

See Also

Applies to: [ParameterCode](#topic_000000000000063C)

ClientAuthenticationParams Field

(216) This key's (string) value provides parameters sent to the custom authentication type/service the client connects with. Used in OpAuthenticate

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) ClientAuthenticationParams = 216 | |

See Also

Applies to: [ParameterCode](#topic_000000000000063C)

ClientAuthenticationType Field

(217) This key's (byte) value defines the target custom authentication type/service the client connects with. Used in OpAuthenticate

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) ClientAuthenticationType = 217 | |

See Also

Applies to: [ParameterCode](#topic_000000000000063C)

Region Field

(210) Used for region values in OpAuth and OpGetRegions.

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Region = 210 | |

See Also

Applies to: [ParameterCode](#topic_000000000000063C)

Secret Field

(221) Internally used to establish encryption

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) Secret = 221 | |

See Also

Applies to: [ParameterCode](#topic_000000000000063C)

UserId Field

(225) User's ID

|  |  |
| --- | --- |
| C# |  |
| public const [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte) UserId = 225 | |

See Also

Applies to: [ParameterCode](#topic_000000000000063C)

IChatClientListener Interface

Callback interface for Chat client side. Contains callback methods to notify your app about updates.
Must be provided to new ChatClient in constructor

|  |  |
| --- | --- |
| C# |  |
| public interface IChatClientListener | |

Requirements

**Namespace:**[Photon.Chat](#topic_0000000000000584)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[DebugReturn](#topic_000000000000066C), [OnChatStateChange](#topic_000000000000066F), [OnConnected](#topic_000000000000066E), [OnDisconnected](#topic_000000000000066D), [OnGetMessages](#topic_0000000000000670), [OnPrivateMessage](#topic_0000000000000671), [OnStatusUpdate](#topic_0000000000000674), [OnSubscribed](#topic_0000000000000672), [OnUnsubscribed](#topic_0000000000000673), [OnUserSubscribed](#topic_0000000000000675), [OnUserUnsubscribed](#topic_0000000000000676)

IChatClientListener.DebugReturn Method

All debug output of the library will be reported through this method. Print it or put it in a
buffer to use it on-screen.

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) DebugReturn(  **DebugLevel** *level*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *message* ) | |

Parameters

level

|  |
| --- |
| DebugLevel (severity) of the message. |

message

|  |
| --- |
| Debug text. Print to System.Console or screen. |

See Also

Applies to: [IChatClientListener](#topic_000000000000066B)

IChatClientListener.OnChatStateChange Method

The ChatClient's state changed. Usually, OnConnected and OnDisconnected are the callbacks to react to.

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnChatStateChange(  [ChatState](#topic_0000000000000656) *state* ) | |

Parameters

state

|  |
| --- |
| The new state. |

See Also

Applies to: [IChatClientListener](#topic_000000000000066B)

IChatClientListener.OnConnected Method

Client is connected now.

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnConnected() | |

Remarks

Clients have to be connected before they can send their state, subscribe to channels and send any messages.

See Also

Applies to: [IChatClientListener](#topic_000000000000066B)

IChatClientListener.OnDisconnected Method

Disconnection happened.

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnDisconnected() | |

See Also

Applies to: [IChatClientListener](#topic_000000000000066B)

IChatClientListener.OnGetMessages Method

Notifies app that client got new messages from server
Number of senders is equal to number of messages in 'messages'. Sender with number '0' corresponds to message with
number '0', sender with number '1' corresponds to message with number '1' and so on

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnGetMessages(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *channelName*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] *senders*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] *messages* ) | |

Parameters

channelName

|  |
| --- |
| channel from where messages came |

senders

|  |
| --- |
| list of users who sent messages |

messages

|  |
| --- |
| list of messages it self |

See Also

Applies to: [IChatClientListener](#topic_000000000000066B)

IChatClientListener.OnPrivateMessage Method

Notifies client about private message

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPrivateMessage(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *sender*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *message*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *channelName* ) | |

Parameters

sender

|  |
| --- |
| user who sent this message |

message

|  |
| --- |
| message it self |

channelName

|  |
| --- |
| channelName for private messages (messages you sent yourself get added to a channel per target username) |

See Also

Applies to: [IChatClientListener](#topic_000000000000066B)

IChatClientListener.OnStatusUpdate Method

New status of another user (you get updates for users set in your friends list).

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnStatusUpdate(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *user*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *status*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *gotMessage*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *message* ) | |

Parameters

user

|  |
| --- |
| Name of the user. |

status

|  |
| --- |
| New status of that user. |

gotMessage

|  |
| --- |
| True if the status contains a message you should cache locally. False: This status update does not include a message (keep any you have). |

message

|  |
| --- |
| Message that user set. |

See Also

Applies to: [IChatClientListener](#topic_000000000000066B)

IChatClientListener.OnSubscribed Method

Result of Subscribe operation. Returns subscription result for every requested channel name.

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnSubscribed(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] *channels*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean)[] *results* ) | |

Parameters

channels

|  |
| --- |
| Array of channel names. |

results

|  |
| --- |
| Per channel result if subscribed. |

Remarks

If multiple channels sent in Subscribe operation, OnSubscribed may be called several times, each call with part of sent array or with single channel in "channels" parameter.
Calls order and order of channels in "channels" parameter may differ from order of channels in "channels" parameter of Subscribe operation.

See Also

Applies to: [IChatClientListener](#topic_000000000000066B)

IChatClientListener.OnUnsubscribed Method

Result of Unsubscribe operation. Returns for channel name if the channel is now unsubscribed.

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnUnsubscribed(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] *channels* ) | |

Parameters

channels

|  |
| --- |
| Array of channel names that are no longer subscribed. |

See Also

Applies to: [IChatClientListener](#topic_000000000000066B)

IChatClientListener.OnUserSubscribed Method

A user has subscribed to a public chat channel

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnUserSubscribed(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *channel*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *user* ) | |

Parameters

channel

|  |
| --- |
| Name of the chat channel |

user

|  |
| --- |
| UserId of the user who subscribed |

See Also

Applies to: [IChatClientListener](#topic_000000000000066B)

IChatClientListener.OnUserUnsubscribed Method

A user has unsubscribed from a public chat channel

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnUserUnsubscribed(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *channel*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *user* ) | |

Parameters

channel

|  |
| --- |
| Name of the chat channel |

user

|  |
| --- |
| UserId of the user who unsubscribed |

See Also

Applies to: [IChatClientListener](#topic_000000000000066B)

ChatDisconnectCause Enumeration

Enumeration of causes for Disconnects (used in [ChatClient.DisconnectedCause](#topic_00000000000005A6)).

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| CustomAuthenticationFailed | 10 | OnOperationResponse: Authenticate in the Photon Cloud with invalid client values or custom authentication setup in Cloud Dashboard. |
| DisconnectByServer | 3 | OnStatusChanged: The server disconnected this client. Most likely the server's send buffer is full (receiving too much from other clients). |
| DisconnectByServerUserLimit | 1 | OnStatusChanged: The CCUs count of your Photon Server License is exhausted (temporarily). |
| Exception | 5 | OnStatusChanged: Some internal exception caused the socket code to fail. Contact Exit Games. |
| ExceptionOnConnect | 2 | OnStatusChanged: The server is not available or the address is wrong. Make sure the port is provided and the server is up. |
| InvalidAuthentication | 6 | OnOperationResponse: Authenticate in the Photon Cloud with invalid AppId. Update your subscription or contact Exit Games. |
| InvalidRegion | 8 | OnOperationResponse: Authenticate when the app's Photon Cloud subscription is locked to some (other) region(s). Update your subscription or change region. |
| MaxCcuReached | 7 | OnOperationResponse: Authenticate (temporarily) failed when using a Photon Cloud subscription without CCU Burst. Update your subscription. |
| None | 0 | No error was tracked. |
| OperationNotAllowedInCurrentState | 9 | OnOperationResponse: Operation that's (currently) not available for this client (not authorized usually). Only tracked for op Authenticate. |
| TimeoutDisconnect | 4 | OnStatusChanged: This client detected that the server's responses are not received in due time. Maybe you send / receive too much? |

Requirements

**Namespace:**[Photon.Chat](#topic_0000000000000584)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

ChatState Enumeration

Possible states for a Chat Client.

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Authenticated | 4 | Finished authentication on current server. |
| Authenticating | 3 | Authenticating on current server. |
| ConnectedToFrontEnd | 7 | Connected to frontend server. |
| ConnectedToNameServer | 2 | Connected to name server. |
| ConnectingToFrontEnd | 6 | Connecting to frontend server. |
| ConnectingToNameServer | 1 | Connecting to name server. |
| Disconnected | 11 | The client is no longer connected (to any server). |
| Disconnecting | 10 | The client disconnects (from any server). |
| DisconnectingFromFrontEnd | 8 | Disconnecting from frontend server. |
| DisconnectingFromNameServer | 5 | Disconnecting from name server. This is usually a transition from name server to frontend server. |
| QueuedComingFromFrontEnd | 9 | Currently not used. |
| Uninitialized | 0 | Peer is created but not used yet. |

Requirements

**Namespace:**[Photon.Chat](#topic_0000000000000584)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

CustomAuthenticationType Enumeration

Options for optional "Custom Authentication" services used with Photon. Used by OpAuthenticate after connecting to Photon.

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Custom | 0 | Use a custom authentification service. Currently the only implemented option. |
| Facebook | 2 | Authenticates users by their Facebook Account. Set auth values accordingly! |
| None | 255 | Disables custom authentification. Same as not providing any AuthenticationValues for connect (more precisely for: OpAuthenticate). |
| Oculus | 3 | Authenticates users by their Oculus Account and token. |
| PlayStation | 4 | Authenticates users by their PSN Account and token. |
| Steam | 1 | Authenticates users by their Steam Account. Set auth values accordingly! |
| Viveport | 10 | Authenticates users by their HTC VIVEPORT Account and user token. |
| Xbox | 5 | Authenticates users by their Xbox Account and XSTS token. |

Requirements

**Namespace:**[Photon.Chat](#topic_0000000000000584)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Photon.Realtime Namespace

Classes

[PhotonPing](#topic_00000000000002BE), [PingMono](#topic_00000000000002C4)

PhotonPing Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

**Photon.Realtime.PhotonPing**

[Photon.Realtime.PingMono](#topic_00000000000002C4)

[PingMonoEditor](#topic_0000000000000345)

|  |  |
| --- | --- |
| C# |  |
| public abstract class PhotonPing : [IDisposable](https://docs.microsoft.com/en-us/dotnet/api/system.idisposable) | |

Requirements

**Namespace:**[Photon.Realtime](#topic_00000000000002BD)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Dispose](#topic_00000000000002C3), [Done](#topic_00000000000002C2), [Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [StartPing](#topic_00000000000002C1), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[DebugString](#topic_00000000000002BF), [Successful](#topic_00000000000002C0)

PhotonPing.Dispose Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Dispose() | |

See Also

Applies to: [PhotonPing](#topic_00000000000002BE)

PhotonPing.Done Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Done() | |

See Also

Applies to: [PhotonPing](#topic_00000000000002BE)

PhotonPing.StartPing Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) StartPing(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *ip* ) | |

Parameters

ip

|  |
| --- |
|  |

See Also

Applies to: [PhotonPing](#topic_00000000000002BE)

DebugString Field

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) DebugString | |

See Also

Applies to: [PhotonPing](#topic_00000000000002BE)

Successful Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Successful | |

See Also

Applies to: [PhotonPing](#topic_00000000000002BE)

PingMono Class

Uses C# Socket class from System.Net.Sockets (as Unity usually does).

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[Photon.Realtime.PhotonPing](#topic_00000000000002BE)

**Photon.Realtime.PingMono**

|  |  |
| --- | --- |
| C# |  |
| public class PingMono : [PhotonPing](#topic_00000000000002BE) | |

Remarks

Incompatible with Windows 8 Store/Phone API.

Requirements

**Namespace:**[Photon.Realtime](#topic_00000000000002BD)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Dispose](#topic_00000000000002C8), [Done](#topic_00000000000002C7), [Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [StartPing](#topic_00000000000002C6), [ToString](https://docs.microsoft.com/en-us/dotnet/api/system.object.tostring) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object))

Fields

[DebugString](#topic_00000000000002BF) (inherited from [PhotonPing](#topic_00000000000002BE)), [Successful](#topic_00000000000002C0) (inherited from [PhotonPing](#topic_00000000000002BE)), [sock](#topic_00000000000002C5)

PingMono.Dispose Method

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Dispose() | |

See Also

Applies to: [PingMono](#topic_00000000000002C4)

PingMono.Done Method

|  |  |
| --- | --- |
| C# |  |
| public override [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Done() | |

See Also

Applies to: [PingMono](#topic_00000000000002C4)

PingMono.StartPing Method

Sends a "Photon Ping" to a server.

|  |  |
| --- | --- |
| C# |  |
| public override [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) StartPing(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *ip* ) | |

Parameters

ip

|  |
| --- |
| Address in IPv4 or IPv6 format. An address containing a '.' will be interpretet as IPv4. |

Returns

True if the Photon Ping could be sent.

See Also

Applies to: [PingMono](#topic_00000000000002C4)

sock Field

|  |  |
| --- | --- |
| C# |  |
| private [Socket](https://docs.microsoft.com/en-us/dotnet/api/system.net.sockets.socket) sock | |

See Also

Applies to: [PingMono](#topic_00000000000002C4)

# Index

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