

NetworkBehaviour

```
graph BT; A[Headspace.Network.Player Spawn] --> B[NetworkBehaviour];
```

A diagram illustrating a dependency. A light gray box at the bottom contains the text "Headspace.Network.Player Spawn". A blue arrow points vertically upwards from the top center of this box to the bottom center of a white box at the top, which contains the text "NetworkBehaviour".

Headspace.Network.Player
Spawn