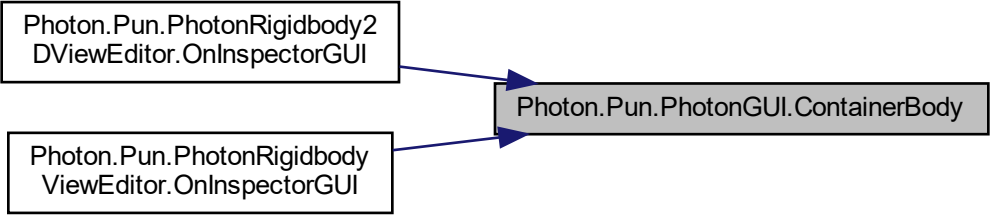


Photon.Pun.PhotonRigidbody2  
DViewEditor.OnInspectorGUI

Photon.Pun.PhotonRigidbody  
ViewEditor.OnInspectorGUI

Photon.Pun.PhotonGUI.ContainerBody



```
graph LR; A[Photon.Pun.PhotonRigidbody2  
DViewEditor.OnInspectorGUI] --> C[Photon.Pun.PhotonGUI.ContainerBody]; B[Photon.Pun.PhotonRigidbody  
ViewEditor.OnInspectorGUI] --> C;
```

The diagram illustrates a dependency or relationship between three code components. On the left, there are two rectangular boxes. The top box contains the text 'Photon.Pun.PhotonRigidbody2' followed by 'DViewEditor.OnInspectorGUI' on a new line. The bottom box contains 'Photon.Pun.PhotonRigidbody' followed by 'ViewEditor.OnInspectorGUI' on a new line. On the right, there is a single, wider rectangular box with a light gray background, containing the text 'Photon.Pun.PhotonGUI.ContainerBody'. Two blue arrows originate from the right side of the two boxes on the left and point towards the left side of the gray box on the right, indicating that both components on the left depend on or interact with the component on the right.