

Photon.Realtime.Player.GetNext

```
graph LR; A[Photon.Realtime.Player.GetNext] --> B[Photon.Realtime.Player.GetNextFor]; B --> B;
```

The diagram illustrates a sequence of operations. It begins with a rectangular box containing the text 'Photon.Realtime.Player.GetNext'. A straight arrow points from the right side of this box to the left side of a second rectangular box. This second box contains the text 'Photon.Realtime.Player.GetNextFor' on two lines. A curved arrow originates from the top right corner of the second box and points back to its top left corner, indicating a self-loop or a recursive call.

Photon.Realtime.Player.Get
NextFor