

Photon.Pun.Demo.Hub.ToDemo
HubButton.BackToHub

Photon.Pun.Demo.Cockpit.
PunCockpit.Disconnect

Photon.Pun.Demo.Asteroids.
AsteroidsGameManager.OnLeftRoom

Photon.Pun.PhotonNetwork.
Disconnect

```
graph LR; A[Photon.Pun.Demo.Hub.ToDemo  
HubButton.BackToHub] --> D[Photon.Pun.PhotonNetwork.  
Disconnect]; B[Photon.Pun.Demo.Cockpit.  
PunCockpit.Disconnect] --> D; C[Photon.Pun.Demo.Asteroids.  
AsteroidsGameManager.OnLeftRoom] --> D;
```

The diagram illustrates three distinct code paths or events that all lead to a single target method. On the left, three white rectangular boxes with black borders contain the source code snippets. Arrows from the right side of each of these boxes point towards a single gray rectangular box on the right, which contains the target code snippet. The arrows are blue with black outlines. The target box is shaded gray and also has a black border.