

Photon.Pun.Demo.PunBasics.  
PlayerManager.OnPhotonSerializeView

```
graph LR; A[Photon.Pun.Demo.PunBasics.  
PlayerManager.OnPhotonSerializeView] --> B[Photon.Pun.PhotonStream.  
ReceiveNext]; A --> C[Photon.Pun.PhotonStream.  
SendNext];
```

Photon.Pun.PhotonStream.  
ReceiveNext

Photon.Pun.PhotonStream.  
SendNext