

Photon.Pun.UtilityScripts.
PunTeams.OnPlayerEnteredRoom



```
graph LR; A[Photon.Pun.UtilityScripts.  
PunTeams.OnPlayerEnteredRoom] --> B[Photon.Pun.UtilityScripts.  
PunTeams.UpdateTeams]
```

Photon.Pun.UtilityScripts.
PunTeams.UpdateTeams