

Photon.Pun.Demo.Cockpit.
PlayerListView.OnPlayerEnteredRoom



```
graph LR; A[Photon.Pun.Demo.Cockpit.  
PlayerListView.OnPlayerEnteredRoom] --> B[Photon.Pun.Demo.Cockpit.  
PlayerListCell.AddToList]
```

A diagram showing a call from a method in a class to a method in another class. A grey box on the left contains the text 'Photon.Pun.Demo.Cockpit. PlayerListView.OnPlayerEnteredRoom'. A blue arrow points from this box to a white box on the right. The white box contains the text 'Photon.Pun.Demo.Cockpit. PlayerListCell.AddToList'.

Photon.Pun.Demo.Cockpit.
PlayerListCell.AddToList