## Photon, Realtime, Connection Handler

- + DisconnectAfterKeepAlive
- + KeepAliveInBackground
- ApplyDontDestroyOnLoad
- + AppQuits
- + Client
- + CountSendAcksOnly + FallbackThreadRunning
- + StartFallbackSendAckThread()
- + StopFallbackSendAckThread()
- + RealtimeFallbackThread()



## Photon.Pun.PhotonHandler

- + MaxDatagrams
- + SendAsap
- + Instance
- UpdateInterval
- UpdateIntervalOnSerialize
- # reusableIntList
- + OnCreatedRoom()
- + OnRoomPropertiesUpdate() + OnPlayerPropertiesUpdate()
- + OnMasterClientSwitched()
- + OnFriendListUpdate()
- + OnCreateRoomFailed()
- + OnJoinRoomFailed()
- + OnJoinRandomFailed()
- + OnJoinedRoom()
- + OnLeftRoom()
- + OnPlayerEnteredRoom() + OnPlayerLeftRoom()
- # Awake()
- # OnEnable()
- # Start()
  - # OnDisable()
  - # FixedUpdate()
- # LateUpdate()
- # Dispatch()