Photon.Pun.Simple.ISyncTransform Photon.Pun.Simple.SyncTransform + interpolation + extrapolateRatio + teleportThreshold teleportReliable + masterSharedCrushers + transformCrusher + prevSentFrame + framePool + AllowInterpolation + AllowReconstructionOfEmpty + ApplyOrder # extrapolationCount # has Teleported # teleNewParentId # preTeleportM # preTeleportCM # allowInterpolation # allowReconstructionOfEmpty # skipInterpolation + FlagTeleport() + UpdateParent() + OnAwake() + OnCaptureCurrentState() + OnNetSerialize() + OnNetDeserialize() + OnSnapshot() + OnInterpolate() # PopulateFrames() # CaptureCurrent() # ApplyFrame() # InterpolateFrame()

ExtrapolateFrame()