IOnNetSerialize + SkipWhenEmpty + OnNetSerialize() + OnNetDeserialize() Photon.Pun.Simple.ISerialization Optional + IncludeInSerialization

Photon.Pun.Simple.SyncContact

- + HasRigidbody
- + VisiblePickupObj
- # currentState
- # contactTrigger
- # rb
- # rb2d
- # hasRigidbody
- # queuedContactEvents
- + OnAwake()
- + SyncContactEvent()
- + OnCaptureCurrentState()
- + OnNetSerialize()
- + OnNetDeserialize()
- + ConvertIndexToMask()
- # EnqueueEvent()
- # Contact()
- # Consume()
- # ApplySnapshot()
- # ConvertMaskToIndex()

Photon.Pun.Simple.SyncSpawn Timer

- + initialDelay
- + respawnEnable
- + despawnOn
- + despawnDelay
- + despawnEnable
- + respawnOn
- + respawnDelay
- + ApplyOrder
- # syncState
- # ticksUntilRespawn
- # ticksUntilDespawn
- # spawnWaitAsTicks
- # respawnWaitAsTicks
- # despawnWaitAsTicks
- # hadInitialSpawn
- # bitsForTicksUntilRespawn
- # bitsForTicksUntilDespawn
- + OnAwake()
- + AllowNetObjectReadyCallback()
- + OnJoinedRoom()
- + OnStart()
- + OnStateChange()
- + OnCaptureCurrentState()
- + OnNetSerialize()
- + OnNetDeserialize()
- # ApplySnapshot()