Photon.Pun.Simple.IMountable + CurrentMount + IsDroppable + IsThrowable + Rb + Rh2d + ImmediateUnmount() Photon.Pun.Simple.SyncState + initialState + respawnState readyState + unreadyState + mountableTo autoReset + autoOwnerChange + mountReliable onStateChangeCallbacks flagTeleportCallbacks + ApplyOrder + CurrentMount + IsThrowable + IsDroppable + Rb + Rb2d + AllowReconstructionOfEmpty # currentState # currentMount # netObilsReady # mountsLookup # syncTransform # syncOwner # iSpawnController # mountTypeIdToIndex # indexToMountTypeId # bitsForMountType # respawnStateInfo # stateChangeQueue # prevSerializedFrame + OnAwake() + OnStart() + OnJoinedRoom() + OnAuthorityChanged() + OnNetObjReadyChange() + SoftMount() + HardMount() + Spawn() + Respawn() + Despawn() and 10 more... + GetMount() # DequeueStateChanges() # ChangeState() # InvalidMountHandler() # ApplySnapshot()