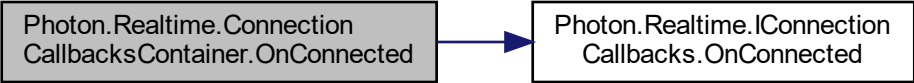


Photon.Realtime.Connection  
CallbacksContainer.OnConnected



```
graph LR; A[Photon.Realtime.ConnectionCallbacksContainer.OnConnected] --> B[Photon.Realtime.IConnectionCallbacks.OnConnected]
```

Photon.Realtime.IConnection  
Callbacks.OnConnected