

Photon.Pun.UtilityScripts.
PunTeams.OnPlayerPropertiesUpdate



```
graph LR; A[Photon.Pun.UtilityScripts.  
PunTeams.OnPlayerPropertiesUpdate] --> B[Photon.Pun.UtilityScripts.  
PunTeams.UpdateTeams]
```

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PunTeams.UpdateTeams