

Photon.Realtime.RegionPinger

- + CurrentAttempt
- + Attempts
- + IgnoreInitialAttempt
- + MaxMillisecondsPerPing
- + PingWhenFailed
- + Done

- + RegionPinger()
- + Start()
- + GetResults()
- + ResolveHost()
- ~ RegionPingPooled()
- ~ RegionPingThreaded()