

TimerScript.OnPhotonSerializeView

```
graph LR; A[TimerScript.OnPhotonSerializeView] --> B[Photon.Pun.PhotonStream.ReceiveNext]; A --> C[Photon.Pun.PhotonStream.SendNext];
```

Photon.Pun.PhotonStream.  
ReceiveNext

Photon.Pun.PhotonStream.  
SendNext