

Photon.Pun.PhotonHandler.  
FixedUpdate

Photon.Pun.PhotonHandler.  
LateUpdate

Photon.Pun.PhotonHandler.  
Dispatch



```
graph LR; A[Photon.Pun.PhotonHandler.FixedUpdate] --> C[Photon.Pun.PhotonHandler.Dispatch]; B[Photon.Pun.PhotonHandler.LateUpdate] --> C;
```