

```
graph LR; A["Photon.Pun.PhotonAnimatorView.OnPhotonSerializeView"] -- self-loop --> A; A -- callout --> B["Photon.Pun.PhotonStream.PeekNext"]
```

Photon.Pun.PhotonAnimator
View.OnPhotonSerializeView

Photon.Pun.PhotonStream.
PeekNext