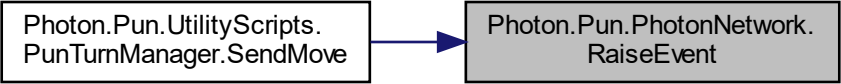


Photon.Pun.UtilityScripts.
PunTurnManager.SendMove



```
graph LR; A[Photon.Pun.UtilityScripts.PunTurnManager.SendMove] --> B[Photon.Pun.PhotonNetwork.RaiseEvent];
```

Photon.Pun.PhotonNetwork.
RaiseEvent