

Photon.Pun.PhotonRigidbody2  
DViewEditor.OnInspectorGUI

Photon.Pun.PhotonRigidbody  
ViewEditor.OnInspectorGUI

Photon.Pun.PhotonGUI.Container  
HeaderToggle

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graph LR; A[Photon.Pun.PhotonRigidbody2 DViewEditor.OnInspectorGUI] --> C[Photon.Pun.PhotonGUI.Container HeaderToggle]; B[Photon.Pun.PhotonRigidbody ViewEditor.OnInspectorGUI] --> C;
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