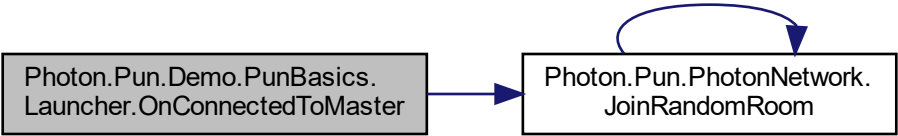


Photon.Pun.Demo.PunBasics.
Launcher.OnConnectedToMaster



Photon.Pun.PhotonNetwork.
JoinRandomRoom