

Photon.Pun.UtilityScripts.
PlayerNumbering.OnPlayerEnteredRoom



```
graph LR; A[Photon.Pun.UtilityScripts.  
PlayerNumbering.OnPlayerEnteredRoom] --> B[Photon.Pun.UtilityScripts.  
PlayerNumbering.RefreshData]
```

Photon.Pun.UtilityScripts.
PlayerNumbering.RefreshData