

Photon.Pun.Simple.SyncNode  
Mover.OnCaptureCurrentState



```
graph LR; A[Photon.Pun.Simple.SyncNodeMover.OnCaptureCurrentState] --> B[Photon.Compression.LiteFloatCrusher.Encode]
```

Photon.Compression.LiteFloat  
Crusher.Encode