

Photon.Pun.UtilityScripts.
PhotonTeamsManagerEditor.OnInspectorGUI

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graph LR; A[Photon.Pun.UtilityScripts.  
PhotonTeamsManagerEditor.OnInspectorGUI] --> B[Photon.Pun.UtilityScripts.  
PhotonTeamsManager.GetAvailableTeams]; A --> C[Photon.Pun.UtilityScripts.  
PhotonTeamsManager.TryGetTeamMembers];
```

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PhotonTeamsManager.GetAvailableTeams

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