Photon Realtime IOnEvent Callback + OnEvent() Photon.Pun.UtilityScripts. PunTurnManager + TurnDuration + TurnManagerListener + TurnManagerEventOffset + EvMove + FvFinalMove + Turn + ElapsedTimeInTurn + RemainingSecondsInTurn + IsCompletedByAll + IsFinishedByMe

+ IsOver

+ BeginTurn() + SendMove()

+ OnEvent()

+ GetPlayerFinishedTurn()

+ OnRoomPropertiesUpdate()