

Photon.Pun.PhotonHandler.
OnDisable

Photon.Pun.MonoBehaviour
PunCallbacks.OnDisable

Photon.Pun.UtilityScripts.
OnJoinedInstantiate.OnDisable

Photon.Pun.PhotonNetwork.
RemoveCallbackTarget



```
graph LR; A[Photon.Pun.PhotonHandler.OnDisable] --> D[Photon.Pun.PhotonNetwork.RemoveCallbackTarget]; B[Photon.Pun.MonoBehaviourPunCallbacks.OnDisable] --> D; C[Photon.Pun.UtilityScripts.OnJoinedInstantiate.OnDisable] --> D;
```

The diagram illustrates a dependency or call sequence. Three source boxes on the left point via blue arrows to a single target box on the right. The target box is shaded gray, while the source boxes are white with black borders. The arrows originate from the right side of each source box and point towards the left side of the target box.