

Photon.Pun.Simple.SyncCannon.
OnAwake



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graph LR; A[Photon.Pun.Simple.SyncCannon.OnAwake] --> B[Photon.Pun.Simple.Pooling.Pool.AddPrefabToPool]; A --> C[Photon.Pun.Simple.ProjectileHelpers.GetPlaceholderProj];
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Photon.Pun.Simple.Pooling.
Pool.AddPrefabToPool

Photon.Pun.Simple.Projectile
Helpers.GetPlaceholderProj