

PhotonPeer



Photon.Realtime.LoadBalancingPeer

+ PingImplementation

+ LoadBalancingPeer()
+ LoadBalancingPeer()
+ OpGetRegions()
+ OpJoinLobby()
+ OpLeaveLobby()
+ OpCreateRoom()
+ OpJoinRoom()
+ OpJoinRandomRoom()
+ OpJoinRandomOrCreateRoom()
+ OpLeaveRoom()
and 9 more...
~ OpSetPropertiesOfActor()
~ OpSetPropertiesOfRoom()
OpSetPropertyOfRoom()