Photon.Pun.Simple.IProjectile + Owner + Initialize() Photon.Pun.Simple.Contact Projectile + velocity + frameld subFrameId + onHit + onTerminate + Owner + HasRigidbody + VitalNameType # owner # terminateOn # damageOn #rb # rb2d # hasRigidBody # needsSnapshot # localContactTrigger # useRbForces # useRb2dForces # useRBGravity # reusableNetObjects + LagCompensate() + Initialize() + OnPreSimulate() + SimulateTime() + OnPreUpdate() # Interpolate() # Terminate()