

Photon.Pun.UtilityScripts.
PhotonTeamExtensions.SwitchTeam



```
graph LR; A[Photon.Pun.UtilityScripts.  
PhotonTeamExtensions.SwitchTeam] --> B[Photon.Pun.UtilityScripts.  
PhotonTeamsManager.TryGetTeamByName]
```

Photon.Pun.UtilityScripts.
PhotonTeamsManager.TryGetTeamByName