

Photon.Pun.Simple.SyncState.
OnNetObjReadyChange



```
graph LR; A[Photon.Pun.Simple.SyncState.  
OnNetObjReadyChange] --> B[Photon.Pun.Simple.ISpawn  
Controller.AllowNetObjectReady  
Callback];
```

Photon.Pun.Simple.ISpawn
Controller.AllowNetObjectReady
Callback