Photon.Pun.Simple.IOnPreQuit

+ OnPreQuit()

Photon.Pun.Simple.Mount

+ mountType
+ componentIndex
+ mountedObjs
+ mountsLookup
+ ROOT_MOUNT_NAME

+ OnAwake()
+ OnPreQuit()
+ OnPreNetDestroy()
+ DismountAll()
+ ChangeMounting()

**Photon.Pun.Simple.Mounts
Manager**

+ mountIdLookup
+ indexedMounts
+ bitsForMountId

+ OnAwake()
+ OnPreQuit()
+ CollectMounts()
+ GetMount()
+ UnmountAll()

Photon.Pun.Simple.NetObject

+ colliderLookup
+ indexedColliders
+ bitsForColliderIndex
+ frameValidMask
+ originHistory
+ syncObjReadyMask
+ packObjReadyMask
+ photonView
+ onPreUpdateCallbacks
+ onAuthorityChangedCallbacks
and 11 more...
+ activeControlledNetObjs
+ activeUncontrolledNetObjs
+ SkipWhenEmpty
+ IgnoreNonControllerUpdates
+ ResimulateLateArrivals
+ Rb
+ Rb2D
+ NetObjDictsLocked
+ AllObjsAreReady
+ ViewID
# skipWhenEmpty
# ignoreNonControllerUpdates
# resimulateLateArrivals
# _rigidbody
# _rigidbody2D
# viewID

+ OnSyncObjReadyChange()
+ OnPackObjReadyChange()
+ OnPreQuit()
+ OnPreNetDestroy()
+ PrepareForDestroy()
+ OnOwnerChange()
+ OnControllerChange()
+ OnFriendListUpdate()
+ OnCreatedRoom()
+ OnCreateRoomFailed()
and 18 more...
Awake()