

Photon.Pun.UtilityScripts.  
PhotonTeamExtensions.TryGetTeamMates



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graph LR; A[Photon.Pun.UtilityScripts.  
PhotonTeamExtensions.TryGetTeamMates] --> B[Photon.Pun.UtilityScripts.  
PhotonTeamsManager.TryGetTeamMates  
OfPlayer]
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Photon.Pun.UtilityScripts.  
PhotonTeamsManager.TryGetTeamMates  
OfPlayer