

ScriptableObject

```
classDiagram
    class ScriptableObject
    class PhotonPunPunSceneSettings {
        +MinViewIdPerScene
        +PunSceneSettingsCsPath
        +Instance
        +MinViewIdForScene()
        +SanitizeSceneSettings()
    }
    PhotonPunPunSceneSettings --|> ScriptableObject
```

The diagram shows a class hierarchy. At the top is the 'ScriptableObject' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. Below it are two empty compartments. A blue arrow with an open triangular head points from the 'Photon.Pun.PunSceneSettings' class to the 'ScriptableObject' class, indicating inheritance. The 'Photon.Pun.PunSceneSettings' class is represented by a rectangle with three horizontal compartments. The top compartment contains the class name. The middle compartment contains three public fields: '+ MinViewIdPerScene', '+ PunSceneSettingsCsPath', and '+ Instance'. The bottom compartment contains two public methods: '+ MinViewIdForScene()' and '+ SanitizeSceneSettings()'.

Photon.Pun.PunSceneSettings

+ MinViewIdPerScene  
+ PunSceneSettingsCsPath  
+ Instance

+ MinViewIdForScene()  
+ SanitizeSceneSettings()