

Photon.Pun.UtilityScripts.  
PunTeams.OnPlayerLeftRoom



```
graph LR; A[Photon.Pun.UtilityScripts.  
PunTeams.OnPlayerLeftRoom] --> B[Photon.Pun.UtilityScripts.  
PunTeams.UpdateTeams]
```

A diagram showing a call from the `OnPlayerLeftRoom` method to the `UpdateTeams` method. The `OnPlayerLeftRoom` box is shaded gray, and the `UpdateTeams` box is white. A blue arrow points from the left box to the right box.

Photon.Pun.UtilityScripts.  
PunTeams.UpdateTeams