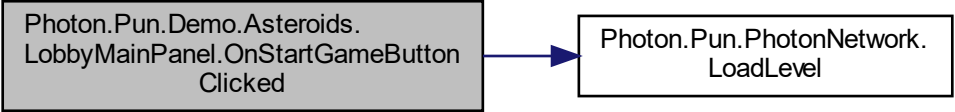


Photon.Pun.Demo.Asteroids.
LobbyMainPanel.OnStartGameButton
Clicked



```
graph LR; A[Photon.Pun.Demo.Asteroids.LobbyMainPanel.OnStartGameButton Clicked] --> B[Photon.Pun.PhotonNetwork.LoadLevel]
```

Photon.Pun.PhotonNetwork.
LoadLevel