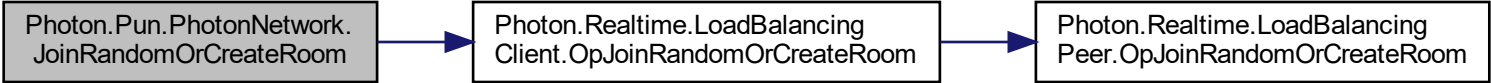


Photon.Pun.PhotonNetwork.
JoinRandomOrCreateRoom



```
graph LR; A["Photon.Pun.PhotonNetwork.  
JoinRandomOrCreateRoom"] --> B["Photon.Realtime.LoadBalancing  
Client.OpJoinRandomOrCreateRoom"]; B --> C["Photon.Realtime.LoadBalancing  
Peer.OpJoinRandomOrCreateRoom"]
```

Photon.Realtime.LoadBalancing
Client.OpJoinRandomOrCreateRoom

Photon.Realtime.LoadBalancing
Peer.OpJoinRandomOrCreateRoom