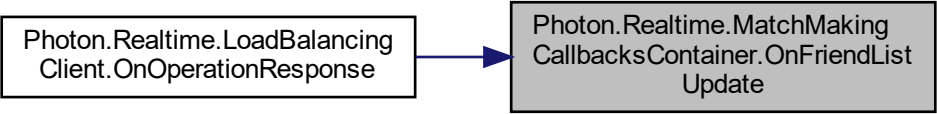


Photon.Realtime.LoadBalancing
Client.OnOperationResponse



```
graph LR; A[Photon.Realtime.LoadBalancingClient.OnOperationResponse] --> B[Photon.Realtime.MatchMakingCallbacksContainer.OnFriendListUpdate];
```

Photon.Realtime.MatchMaking
CallbacksContainer.OnFriendList
Update