

## Photon.Realtime.RoomInfo

- + RemovedFromList
- + masterClientId
- + CustomProperties
- + Name
- + PlayerCount
- + MaxPlayers
- + IsOpen
- + IsVisible
- # maxPlayers
- # emptyRoomTtl
- # playerTtl
- # expectedUsers
- # isOpen
- # isVisible
- # autoCleanUp
- # name
- # propertiesListedInLobby

- + Equals()
- + GetHashCode()
- + ToString()
- + ToStringFull()
- ~ RoomInfo()
- ~ InternalCacheProperties()