



```
graph LR; A[Photon.Pun.PhotonAnimator  
View.OnPhotonSerializeView] -- self-loop --> A; A --> B[Photon.Pun.PhotonStreamQueue.  
Reset];
```

Photon.Pun.PhotonAnimator
View.OnPhotonSerializeView

Photon.Pun.PhotonStreamQueue.
Reset