## Photon.Pun.Simple.IOnQuantize + OnQuantize() Photon.Pun.Simple.NetObject + colliderLookup indexedColliders + bitsForColliderIndex + frameValidMask + originHistory + syncObjReadyMask + packObjReadyMask + photonView onPreUpdateCallbacks onAuthorityChangedCallbacks and 11 more... activeControlledNetObis activeUncontrolledNetObjs + SkipWhenEmpty IgnoreNonControllerUpdates + ResimulateLateArrivals + Rb + Rb2D + NetObjDictsLocked + AllObjsAreReady + ViewID # skipWhenEmpty # ignoreNonControllerUpdates # resimulateLateArrivals # rigidbody # rigidbody2D # viewID + OnSyncObjReadyChange() + OnPackObjReadyChange() + OnPreQuit() + OnPreNetDestroy() + PrepareForDestroy() + OnOwnerChange() + OnControllerChange() + OnFriendListUpdate() + OnCreatedRoom() + OnCreateRoomFailed() and 18 more... # Awake()