

Photon.Pun.Simple.SyncTransform.  
Frame.FastCompareCompressed

```
graph LR; A[Photon.Pun.Simple.SyncTransform.  
Frame.FastCompareCompressed] --> B[Photon.Compression.Compressed  
Matrix.Equals]; B --> B;
```

Photon.Compression.Compressed  
Matrix.Equals