ConnectionHandler

- + DisconnectAfterKeepAlive
- + KeepAliveInBackground
- + ApplyDontDestroyOnLoad
- + AppQuits
- + Client
- + CountSendAcksOnly
- + FallbackThreadRunning
- + StartFallbackSendAckThread()
- + StopFallbackSendAckThread()
- + RealtimeFallbackThread()

IlnRoomCallbacks

- + OnPlayerEnteredRoom()
- + OnPlayerLeftRoom()
- + OnRoomPropertiesUpdate()
- + OnPlayerPropertiesUpdate()
- + OnMasterClientSwitched()

IMatchmakingCallbacks

- + OnFriendListUpdate()
- + OnCreatedRoom()
- + OnCreateRoomFailed()
- + OnJoinedRoom() + OnJoinRoomFailed()
- + OnJohnKoomralled()
- + OnJoinRandomFailed()
- + OnLeftRoom()

Photon.Pun.PhotonHandler

- + MaxDatagrams + SendAsap
- + Instance
- ~ UpdateInterval
- ~ UpdateIntervalOnSerialize # reusableIntList
- + OnCreatedRoom()
- + OnRoomPropertiesUpdate() + OnPlayerPropertiesUpdate()
- + OnMasterClientSwitched()
- + OnFriendListUpdate()
- + OnCreateRoomFailed()
- + OnJoinRoomFailed()
- + OnJoinRandomFailed()
- + OnJoinedRoom() + OnLeftRoom()
- + OnPlayerEnteredRoom()
- + OnPlayerLeftRoom()
- # Awake()
- # OnEnable()
- # Start()
- # OnDisable()
 # FixedUpdate()
- # LateUpdate()
- # Dispatch()