Photon.Pun.Simple.IContactable Photon.Pun.Simple.Contact Trigger + preventRepeats + _ignoredSystems + OnContactEventCallbacks + _proxy + tempFindSystems + PreventRepeats + ContactSystems + Proxy + Index + NetObj + SyncContact + ContactGroupsAssign ~ usedContactTypes ~ contactSystemTypes Photon.Pun.Simple.IInventoryable< T > # ignoredSystems + Size # netObj # syncContact # contactGroupsAssign # triggeringHitscans # triggeringEnters # triggeringStays + PollInterfaces() + Awake() + OnStateChange() + OnContact() + ContactCallbacks() + OnPreSimulate() ~ GetAllowedTypesFromHashes() ~ FindDerivedTypesFromAssembly() # OnEnable() # OnDisable() # Contact() # CheckIs Nested() Photon.Pun.Simple.Inventory ContactReactors < T > + Size + Size + Volume + IsPickup # size # volume + OnAwakeInitialize() # ProcessContactEvent()