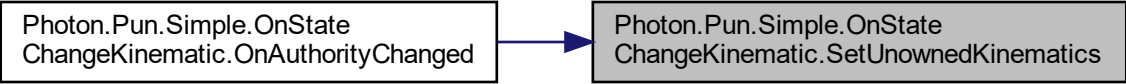


Photon.Pun.Simple.OnState
ChangeKinematic.OnAuthorityChanged



```
graph LR; A[Photon.Pun.Simple.OnState  
ChangeKinematic.OnAuthorityChanged] --> B[Photon.Pun.Simple.OnState  
ChangeKinematic.SetUnownedKinematics];
```

Photon.Pun.Simple.OnState
ChangeKinematic.SetUnownedKinematics