

Photon.Pun.Demo.Cockpit.  
PlayerDetailsController.SetAs  
Master



```
graph LR; A[Photon.Pun.Demo.Cockpit.  
PlayerDetailsController.SetAs  
Master] --> B[Photon.Pun.PhotonNetwork.  
SetMasterClient]; B --> C[Photon.Realtime.Room.Set  
MasterClient];
```

Photon.Pun.PhotonNetwork.  
SetMasterClient

Photon.Realtime.Room.Set  
MasterClient