

Photon.Pun.UtilityScripts.
PunTeamsInspector.OnInspectorGUI



```
graph LR; A[Photon.Pun.UtilityScripts.  
PunTeamsInspector.OnInspectorGUI] --> B[Photon.Realtime.Player.ToString]
```

Photon.Realtime.Player.ToString