

Photon.Pun.UtilityScripts.
PlayerNumberingExtensions.SetPlayer
Number

```
graph LR; A[Photon.Pun.UtilityScripts.  
PlayerNumberingExtensions.SetPlayer  
Number] --> B[Photon.Realtime.Player.Set  
CustomProperties]; A --> C[Photon.Realtime.Player.To  
StringFull];
```

Photon.Realtime.Player.Set
CustomProperties

Photon.Realtime.Player.To
StringFull