

Photon.Pun.Simple.Generic
HitscanExt.VisualizeHitscan

```
graph LR; A["Photon.Pun.Simple.Generic<br/>HitscanExt.VisualizeHitscan"] --> B["Photon.Pun.Simple.Pooling.<br/>Pool.Spawn"]; B --> B
```

Photon.Pun.Simple.Pooling.
Pool.Spawn