Photon.Pun.Simple.ISyncContact

+ SyncContactEvent()

Photon.Pun.Simple.SyncContact

- + HasRigidbody
- + VisiblePickupObj
- # currentState
- # contactTrigger
- # rb # rb2d
- # hasRigidbody
 - # queuedContactEvents
 - + OnAwake()
 - + SyncContactEvent()
 - + OnCaptureCurrentState() + OnNetSerialize()
 - + OnNetDeserialize()
 - + ConvertIndexToMask() # EnqueueEvent()
 - # Contact()
- # Consume()
- # ApplySnapshot()
- # ConvertMaskToIndex()