

Photon.Pun.PhotonRigidbody2
DView.OnPhotonSerializeView

```
graph LR; A[Photon.Pun.PhotonRigidbody2DView.OnPhotonSerializeView] --> B[Photon.Pun.PhotonStream.ReceiveNext]; A --> C[Photon.Pun.PhotonStream.SendNext];
```

Photon.Pun.PhotonStream.
ReceiveNext

Photon.Pun.PhotonStream.
SendNext