Photon.Pun.Simple.MaskLogic

+ operation
+ stateMask
+ notMask
+ EnumNames
+ EnumValues
+ DefinesZero
+ DefaultValue
# trueMask

+ MaskLogic()
+ RecalculateMasks()
+ Evaluate()

Photon.Pun.Simple.ObjState Logic

+ DefinesZero
+ EnumNames
+ EnumValues
+ DefaultValue
# stateValues
# stateNames