

Photon.Pun.Simple.SyncNode  
Mover.OnInterpolate



```
graph LR; A[Photon.Pun.Simple.SyncNodeMover.OnInterpolate] --> B[Photon.Pun.Simple.SyncNodeMover.OscillatePhaseToLerpT]
```

Photon.Pun.Simple.SyncNode  
Mover.OscillatePhaseToLerpT