

Photon.Pun.Simple.SyncSpawn  
Timer.OnAwake



```
graph LR; A[Photon.Pun.Simple.SyncSpawn  
Timer.OnAwake] --> B[Photon.Pun.Simple.SyncObject  
< SyncSpawnTimer.Frame >  
::ConvertSecsToTicks];
```

Photon.Pun.Simple.SyncObject  
< SyncSpawnTimer.Frame >  
::ConvertSecsToTicks