Photon.Pun.Simple.ISpawn Controller

+ AllowNetObjectReadyCallback()

Photon.Pun.Simple.SyncSpawn
Timer

- + initialDelay+ respawnEnable
- + despawnOn
- + despawnDelay
 - + despawnEnable
 - + respawnOn
- + respawnDelay
- + ApplyOrder
- # syncState
- # ticksUntilRespawn
- # ticksUntilDespawn # spawnWaitAsTicks
- # respawnWaitAsTicks
- # despawnWaitAsTicks # hadInitialSpawn
- # bitsForTicksUntilRespawn
 - # bitsForTicksUntilDespawn
 - + OnAwake()
 - + AllowNetObjectReadyCallback()
 - + OnJoinedRoom()
 - + OnStart()
 - + OnStateChange()
 - + OnCaptureCurrentState()
 - + OnNetSerialize()+ OnNetDeserialize()
 - # ApplySnapshot()