

Photon.Pun.Simple.Internal.
TickManager.OnPlayerLeftRoom



```
graph LR; A[Photon.Pun.Simple.Internal.  
TickManager.OnPlayerLeftRoom] --> B[Photon.Pun.Simple.Internal.  
TickManager.RemoveConnection]
```

Photon.Pun.Simple.Internal.
TickManager.RemoveConnection