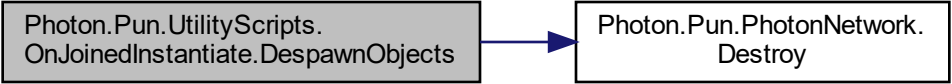


Photon.Pun.UtilityScripts.  
OnJoinedInstantiate.DespawnObjects



```
graph LR; A[Photon.Pun.UtilityScripts.  
OnJoinedInstantiate.DespawnObjects] --> B[Photon.Pun.PhotonNetwork.  
Destroy]
```

Photon.Pun.PhotonNetwork.  
Destroy