

```
graph LR; A["Photon.Pun.UtilityScripts.  
PhotonTeamsManager.GetTeamMembersCount"] -- curved arrow --> A; A -- straight arrow --> B["Photon.Pun.UtilityScripts.  
PhotonTeamsManager.TryGetTeamByCode"]
```

Photon.Pun.UtilityScripts.  
PhotonTeamsManager.GetTeamMembersCount

Photon.Pun.UtilityScripts.  
PhotonTeamsManager.TryGetTeamByCode