## Photon.Pun.Simple.IReadyable + AlwaysReady Photon.Pun.Simple.SyncState + initialState + respawnState + readyState + unreadvState + mountableTo + autoReset Photon.Pun.Simple.SyncTransform Photon.Pun.Simple.SyncNode + autoOwnerChange Mover + mountReliable + interpolation + onStateChangeCallbacks + extrapolateRatio + predictWithRTT + flagTeleportCallbacks + teleportThreshold + nodes + ApplyOrder + teleportReliable + movement + CurrentMount + masterSharedCrushers + oscillatePeriod + IsThrowable + transformCrusher + oscillateCurve + IsDroppable + prevSentFrame + floatCrusher + Rb + framePool + StartNode + Rb2d + AllowInterpolation + EndNode + AllowReconstructionOfEmpty + AllowReconstructionOfEmpty # currentPhase # currentState + ApplyOrder # queuedTargetNode # currentMount # extrapolationCount # targetNode # netObilsReady # has Teleported # timeoffset # mountsLookup # teleNewParentId # snapPhase # syncTransform # preTeleportM # targPhase # syncOwner # preTeleportCM # accumulatedTime # iŠpawnController # allowInterpolation # mountTypeIdToIndex # allowReconstructionOfEmpty + OnPreSimulate() # indexToMountTypeId # skipInterpolation + OnPreUpdate() # bitsForMountType + Trigger() + FlagTeleport() # respawnStateInfo + TriggerMin() + UpdateParent() # stateChangeQueue + TriggerMax() + OnAwake() # prevSerializedFrame + OnCaptureCurrentState() + OnCaptureCurrentState() + OnNetSerialize() + OnNetSerialize() + OnAwake() + OnNetDeserialize() + OnNetDeserialize() + OnStart() + OnInterpolate() + OnJoinedRoom() + OnSnapshot() # Reset() + OnAuthorityChanged() + OnInterpolate() # InitializeTRS() + OnNetObiReadyChange() # PopulateFrames() # ApplySnapshot() + SoftMount() # CaptureCurrent() # ConstructMissingFrame() + HardMount() # ApplyFrame() # OscillatePhaseToLerpT() + Spawn() # InterpolateFrame() # TimeToPhase() + Respawn() # ExtrapolateFrame() + Despawn() and 10 more... + GetMount()

# DequeueStateChanges()

# ChangeState()
# InvalidMountHandler()
# ApplySnapshot()

Photon.Pun.Simple.SyncAnimator

+ passthruNormTimeCompress

+ normalizedTimeCompress

+ masterSharedFramePool

+ AllowReconstructionOfEmpty

+ sharedTriggIndexes

+ sharedStateIndexes

+ autoRootMotion

+ syncPassThrus

+ syncLayerWeights

+ svncStates

+ syncLayers

and 7 more...

+ ApplyOrder

+ OnAwake()

+ SetTrigger()

+ SetTrigger()

and 11 more...

+ ResetTriager()

# PopulateFrames()

# InterpolateFrame()

# ExtrapolateFrame()

+ OnStart()

+ OnJoinedRoom()

+ OnNetSerialize()

+ OnNetDeserialize()

+ OnAuthorityChanged()

+ OnCaptureCurrentState()

+ animator