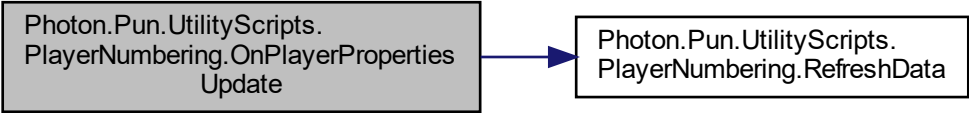


Photon.Pun.UtilityScripts.
PlayerNumbering.OnPlayerProperties
Update



```
graph LR; A[Photon.Pun.UtilityScripts.  
PlayerNumbering.OnPlayerProperties  
Update] --> B[Photon.Pun.UtilityScripts.  
PlayerNumbering.RefreshData]
```

Photon.Pun.UtilityScripts.
PlayerNumbering.RefreshData