

Photon.Pun.UtilityScripts.
PhotonTeamExtensions.LeaveCurrentTeam



```
graph LR; A[Photon.Pun.UtilityScripts.  
PhotonTeamExtensions.LeaveCurrentTeam] --> B[Photon.Realtime.Player.Set  
CustomProperties]
```

Photon.Realtime.Player.Set
CustomProperties