

Photon.Pun.Demo.Cockpit.  
PunCockpit.JoinRandomRoom

```
graph LR; A[Photon.Pun.Demo.Cockpit.  
PunCockpit.JoinRandomRoom] --> B[Photon.Pun.PhotonNetwork.  
JoinRandomRoom]; B --> B;
```

Photon.Pun.PhotonNetwork.  
JoinRandomRoom