Photon.Pun.Simple.IAutoKinematic

+ AutoKinematicEnabled



- + onDespawned+ onAnchored
- + onAnchorea + onMounted
- + onTransit
- + onDropped+ onVisible
- + autoDestroy
- + ApplyOrder
- + AutoKinematicEnabled
- + OnAwake()
- + OnAuthorityChanged()
- + OnStateChange() # SetUnownedKinematics()
- # SetOwnedKinematics()