

Photon.Realtime.Demo.Connect
AndJoinRandomLb.OnConnectedToMaster

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graph LR; A[Photon.Realtime.Demo.ConnectAndJoinRandomLb.OnConnectedToMaster] --> B[Photon.Realtime.LoadBalancingClient.OpJoinRandomRoom]; B --> C[Photon.Realtime.LoadBalancingPeer.OpJoinRandomRoom];
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Photon.Realtime.LoadBalancing
Client.OpJoinRandomRoom

Photon.Realtime.LoadBalancing
Peer.OpJoinRandomRoom