

Photon.Pun.UtilityScripts.
OnJoinedInstantiate.OnJoinedRoom



```
graph LR; A[Photon.Pun.UtilityScripts.  
OnJoinedInstantiate.OnJoinedRoom] --> B[Photon.Pun.UtilityScripts.  
OnJoinedInstantiate.SpawnObjects];
```

Photon.Pun.UtilityScripts.
OnJoinedInstantiate.SpawnObjects