Photon.Realtime.RoomInfo

+ RemovedFromList
+ masterClientId
+ CustomProperties
+ Name
+ PlayerCount
+ MaxPlayers
+ IsOpen
+ IsVisible
# maxPlayers
# emptyRoomTtl
# playerTtl
# expectedUsers
# isOpen
# isVisible
# autoCleanUp
# name
# propertiesListedInLobby

+ Equals()
+ GetHashCode()
+ ToString()
+ ToStringFull()
~ RoomInfo()
~ InternalCacheProperties()

Photon.Realtime.Room

+ LoadBalancingClient
+ Name
+ IsOffline
+ IsOpen
+ IsVisible
+ MaxPlayers
+ PlayerCount
+ Players
+ ExpectedUsers
+ PlayerTtl
and 9 more...

+ Room()
+ SetCustomProperties()
+ SetPropertiesListedInLobby()
+ SetMasterClient()
+ AddPlayer()
+ StorePlayer()
+ GetPlayer()
+ ClearExpectedUsers()
+ SetExpectedUsers()
+ ToString()
+ ToStringFull()
~ InternalCacheRoomFlags()
~ InternalCacheProperties()
~ RemovePlayer()
~ RemovePlayer()