MonoBehaviour

Photon.Pun.Demo.Cockpit.RegionListView
+ OnEnable()
+ OnRegionListUpdate()
+ ResetList()

Text

IMatchmakingCallbacks
+ OnFriendListUpdate()
+ OnCreatedRoom()
+ OnCreateRoomFailed()
+ OnJoinedRoom()
+ OnJoinRoomFailed()
+ OnJoinRandomFailed()
+ OnLeftRoom()

IInRoomCallbacks
+ OnPlayerEnteredRoom()
+ OnPlayerLeftRoom()
+ OnRoomPropertiesUpdate()
+ OnPlayerPropertiesUpdate()
+ OnMasterClientSwitched()

ILobbyCallbacks
+ OnJoinedLobby()
+ OnLeftLobby()
+ OnRoomListUpdate()
+ OnLobbyStatisticsUpdate()

IWebRpcCallback
+ OnWebRpcResponse()

IErrorInfoCallback
+ OnErrorInfo()

MonoBehaviourPun
+ photonView

IConnectionCallbacks
+ OnConnected()
+ OnConnectedToMaster()
+ OnDisconnected()
+ OnRegionListReceived()
+ OnCustomAuthenticationResponse()
+ OnCustomAuthenticationFailed()

UnityEvent< string >

+CodeText
+IpText
+PingText

+CellPrototype   +ListManager

UnityEvent< int >

Photon.Pun.Demo.Cockpit.RegionListCell
+ LayoutElement
+ RefreshInfo()
+ AddToList()
+ RemoveFromList()

UnityEvent< bool >

+PropertyText
+ValueText

MonoBehaviourPunCallbacks
+ OnEnable()
+ OnDisable()
+ OnConnected()
+ OnMasterClientSwitched()
+ OnCreateRoomFailed()
+ OnJoinRoomFailed()
+ OnCreatedRoom()
+ OnJoinedLobby()
+ OnLeftLobby()
and 16 more...

Photon.Pun.Demo.Cockpit.RoomListView.OnJoinRoomEvent

Photon.Pun.Demo.Cockpit.FriendListView.OnJoinRoomEvent

Photon.Pun.Demo.Cockpit.StringInputField.OnSubmitEvent

+UpdateStatusText

+ContentFeedback
+UpdateStatusText

Photon.Pun.Demo.Cockpit.PropertyCell
+ isUpdatedFlag
+ LayoutElement
+ UpdateInfo()
+ AddToList()
+ RemoveFromList()

+ContentFeedback
+UpdateStatusText

+PlayerCountsText
+UpdateStatusText

+OpenText
+PlayerCountText
+RoomNameText

+PropertyCellPrototype

+NameText   +OnJoinRoom   +OnJoinRoom   +OnSubmit

Photon.Pun.Demo.Cockpit.IntInputField.OnSubmitEvent

Photon.Pun.Demo.Cockpit.BoolInputField.OnSubmitEvent

+RegionListView

+NameText
+NumberText
+isLocalText

+RegionListLoadingFeedback
+StateText
+Title
+UserIdText

Photon.Pun.Demo.Cockpit.PlayerDetailsController
+ ContentPanel
+ BuiltInPropertiesPanel
+ PlayerNumberingExtension Panel
+ ScoreExtensionPanel
+ TeamExtensionPanel
+ TurnExtensionPanel
+ CustomPropertiesPanel
+ MasterClientToolBar
+ NotInRoomLabel
+ OnEnable()
+ OnDisable()
+ SetPlayerTarget()
+ KickOutPlayer()
+ SetAsMaster()
+ OnPlayerLeftRoom()
+ OnMasterClientSwitched()
+ OnPlayerPropertiesUpdate()
+ ResetList()

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.Pun.Demo.Cockpit.RoomListView
+ LobbyNameInputField
+ SqlQueryInputField
+ OnEnable()
+ OnRoomCellJoinButtonClick()
+ OnRoomListUpdate()
+ OnJoinedLobbyCallBack()
+ GetRoomList()
+ ResetList()

Photon.Pun.Demo.Cockpit.FriendListView
+ OnEnable()
+ SetFriendDetails()
+ FindFriends()
+ OnFriendListUpdate()
+ OnRoomListUpdateCallBack()
+ JoinFriendRoom()
+ ResetList()

Photon.Pun.Demo.Cockpit.StringInputField
+ PropertyValueInput
+ SetValue()
+ EndEditOnEnter()
+ SubmitForm()

+OnSubmit   +OnSubmit

Photon.Pun.Demo.Cockpit.IntInputField
+ PropertyValueInput
+ SetValue()
+ EndEditOnEnter()
+ SubmitForm()

Photon.Pun.Demo.Cockpit.BoolInputField
+ PropertyValueInput
+ SetValue()

+PlayerDetailManager

+info   +ListManager   +CellPrototype

+ListManager   +CellPrototype

+FriendListManager
+FriendsList

+PluginsField

Photon.Pun.Demo.Cockpit.PlayerListView
+ OnEnable()
+ SelectPlayer()
+ OnPlayerEnteredRoom()
+ OnMasterClientSwitched()
+ OnPlayerPropertiesUpdate()
+ OnPlayerLeftRoom()
+ ResetList()

+PlayerDetailsManager

Photon.Pun.Demo.Cockpit.RoomListCell
+ JoinButtonCanvasGroup
+ LayoutElement
+ RefreshInfo()
+ OnJoinRoomButtonClick()
+ AddToList()
+ RemoveFromList()

+RoomListManager

Photon.Pun.Demo.Cockpit.FriendListCell
+ OnlineFlag
+ inRoomText
+ JoinButton
+ RefreshInfo()
+ RefreshInfo()
+ JoinFriendRoom()
+ RemoveFromList()

+EmptyRoomTtlField
+MaxPlayersField
+PlayerTtlField

+CleanupCacheOnLeaveField
+DeleteNullPropertiesField
+IsOpenField
+IsVisibleField
+PublishUserIdField

+ListManager   +CellPrototype   +PlayerListManager

Photon.Pun.Demo.Cockpit.PlayerListCell
+ ActiveFlag
+ InactiveColor
+ ActiveColor
+ isMasterFlag
+ LayoutElement
+ isInactiveCache
+ RefreshInfo()
+ AddToList()
+ RemoveFromList()
+ OnClick()

Photon.Pun.Demo.Cockpit.PunCockpit
+ debug
+ MinimalCanvasGroup
+ MaximalCanvasGroup
+ MinimizeButton
+ MinimalUIEmbeddHelp
+ ConnectingLabel
+ ConnectionPanel
+ AdvancedConnectionPanel
+ ConnectAsDropDown
+ InfosPanel
and 18 more...
+ Embedded
+ EmbeddedGameTitle
+ UserId
+ Start()
+ SwitchtoMinimalPanel()
+ SwitchtoMaximalPanel()
+ SwitchToAdvancedConnection()
+ SwitchToSimpleConnection()
+ ToggleInfosInMinimalPanel()
+ RequestInfosPanel()
+ OnUserIdSubmited()
+ SetPlayerTtlRoomOption()
+ SetEmptyRoomTtlRoomOption()
and 41 more...

+Instance

+Manager

Photon.Pun.Demo.Cockpit.UserIdField
+ PropertyValueInput
+ OnEndEdit()
+ SubmitForm()