IMatchmakingCallbacks IConnectionCallbacks IlnRoomCallbacks + OnFriendListUpdate() + OnConnected() + OnPlayerEnteredRoom() + OnCreatedRoom() + OnConnectedToMaster() + OnPlayerLeftRoom() + OnCreateRoomFailed() + OnDisconnected() + OnRoomPropertiesUpdate() + OnJoinedRoom() + OnRegionListReceived() + OnPlayerPropertiesUpdate() + OnJoinRoomFailed() + OnCustomAuthenticationResponse() + OnJoinRandomFailed() + OnMasterClientSwitched() + OnCustomAuthenticationFailed() + OnLeftRoom() Photon.Realtime.SupportLogger + LogTrafficStats + Client + StartLogStats() + StopLogStats() + LogStats() + OnConnected() + OnConnectedToMaster() + OnFriendListUpdate() + OnJoinedLobby() + OnLeftLobby() + OnCreateRoomFailed() + OnJoinedRoom() and 16 more...

ILobbyCallbacks

- + OnJoinedLobby()
- + OnLeftLobby()
- + OnRoomListÜpdate()
- + OnLobbyStatisticsUpdate()