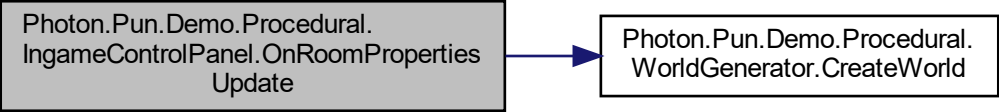


Photon.Pun.Demo.Procedural.
IngameControlPanel.OnRoomProperties
Update



```
graph LR; A[Photon.Pun.Demo.Procedural.  
IngameControlPanel.OnRoomProperties  
Update] --> B[Photon.Pun.Demo.Procedural.  
WorldGenerator.CreateWorld]
```

Photon.Pun.Demo.Procedural.
WorldGenerator.CreateWorld