

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class PhotonPunDemoProceduralWorldGenerator["Photon.Pun.Demo.Procedural.WorldGenerator"]
    PhotonPunDemoProceduralWorldGenerator --|> MonoBehaviour
```

Photon.Pun.Demo.Procedural.  
WorldGenerator

- + SeedPropertiesKey
- + WorldSizePropertiesKey
- + ClusterSizePropertiesKey
- + WorldTypePropertiesKey
- + WorldMaterials
- + Instance
- + Seed
- + WorldSize
- + ClusterSize
- + WorldType

- + Awake()
- + CreateWorld()
- + ConfirmAndUpdateProperties()
- + DecreaseBlockHeight()
- + IncreaseBlockHeight()