

Photon.Pun.UtilityScripts.
ConnectAndJoinRandom.OnJoinedLobby

```
graph LR; A[Photon.Pun.UtilityScripts.  
ConnectAndJoinRandom.OnJoinedLobby] --> B[Photon.Pun.PhotonNetwork.  
JoinRandomRoom]; B --> B;
```

Photon.Pun.PhotonNetwork.
JoinRandomRoom