```
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.Realtime.Room
+ LoadBalancingClient
+ Name
+ IsOffline
+ IsOpen
+ IsVisible
+ MaxPlayers
+ PlayerCount
+ Players
+ ExpectedUsers
+ PlayerTtl
and 9 more...
+ Room()
+ SetCustomProperties()
+ SetPropertiesListedInLobby()
+ SetMasterClient()
+ AddPlayer()
+ StorePlayer()
+ GetPlayer()
+ ClearExpectedUsers()
+ SetExpectedUsers()
+ ToString()
+ ToStringFull()
~ InternalCacheRoomFlags()
InternalCacheProperties()
~ RemovePlayer()
RemovePlayer()
```