

Photon.Pun.PhotonNetwork.  
DestroyPlayerObjects

Photon.Pun.PhotonNetwork.  
RemoveRPCs

Photon.Pun.PhotonNetwork.  
OpCleanActorRpcBuffer

```
graph LR; A[Photon.Pun.PhotonNetwork.DestroyPlayerObjects] --> C[Photon.Pun.PhotonNetwork.OpCleanActorRpcBuffer]; B[Photon.Pun.PhotonNetwork.RemoveRPCs] --> C;
```

The diagram illustrates a dependency or call relationship. Two source methods, 'DestroyPlayerObjects' and 'RemoveRPCs', both from the 'Photon.Pun.PhotonNetwork' namespace, are shown on the left. Arrows from both of these methods point to a single target method, 'OpCleanActorRpcBuffer', also within the 'Photon.Pun.PhotonNetwork' namespace, which is highlighted in a gray box on the right.