Photon.Pun.Simple.SyncVitals. **OnNetDeserialize** Photon.Pun.Simple.SyncAnimator. **OnNetDeserialize** Photon.Pun.Simple.SyncState. **OnNetDeserialize** Photon.Pun.Simple.SyncSpawn Timer.OnNetDeserialize Photon.Pun.Simple.SyncVitals. **OnNetSerialize** Photon.Pun.Simple.IUseKeyframes. IsKeyframe Photon.Pun.Simple.SyncAnimator. **OnNetSerialize** Photon.Pun.Simple.SyncOwner. **OnNetSerialize** Photon.Pun.Simple.SyncSpawn Timer.OnNetSerialize Photon.Pun.Simple.SyncState. **OnNetSerialize** Photon.Pun.Simple.SyncTransform. **OnNetSerialize**