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IInRoomCallbacks

+ OnPlayerEnteredRoom()
+ OnPlayerLeftRoom()
+ OnRoomPropertiesUpdate()
+ OnPlayerPropertiesUpdate()
+ OnMasterClientSwitched()
```

```
Photon.Pun.Simple.Internal.
TickManager

+ perConnOffsets
+ connections
+ needToSendInitialForNewConn

+ OnPlayerEnteredRoom()
+ OnPlayerLeftRoom()
+ OnRoomPropertiesUpdate()
+ OnPlayerPropertiesUpdate()
+ OnMasterClientSwitched()
+ Bootstrap()
+ PreSnapshot()
+ PostSnapshot()
+ LogIncomingFrame()
+ RemoveConnection()
```

+single

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