

Photon.Pun.UtilityScripts.
PunTeamsInspector.OnInspectorGUI



```
graph LR; A[Photon.Pun.UtilityScripts.  
PunTeamsInspector.OnInspectorGUI] --> B[Photon.Realtime.Player.ToString]
```

A diagram showing a call to the method `Photon.Pun.UtilityScripts.PunTeamsInspector.OnInspectorGUI` on the left, which points via a blue arrow to the method `Photon.Realtime.Player.ToString` on the right. The right box is shaded gray.

Photon.Realtime.Player.ToString