

Photon.Pun.UtilityScripts.
PlayerNumberingInspector.OnInspectorGUI

Photon.Pun.UtilityScripts.
PlayerNumberingExtensions.SetPlayer
Number

Photon.Realtime.Player.To
StringFull

```
graph LR; A[Photon.Pun.UtilityScripts.  
PlayerNumberingInspector.OnInspectorGUI] --> C[Photon.Realtime.Player.To  
StringFull]; B[Photon.Pun.UtilityScripts.  
PlayerNumberingExtensions.SetPlayer  
Number] --> C;
```

The diagram illustrates a dependency or call relationship. Two source boxes on the left point via blue arrows to a single target box on the right. The top source box contains the text 'Photon.Pun.UtilityScripts. PlayerNumberingInspector.OnInspectorGUI'. The bottom source box contains the text 'Photon.Pun.UtilityScripts. PlayerNumberingExtensions.SetPlayer Number'. The target box, which has a gray background, contains the text 'Photon.Realtime.Player.To StringFull'.