

Photon.Pun.PhotonTransform
ViewClassic.OnPhotonSerializeView



```
graph LR; A[Photon.Pun.PhotonTransform<br/>ViewClassic.OnPhotonSerializeView] --> B[Photon.Pun.PhotonTransform<br/>ViewRotationControl.GetNetworkRotation];
```

Photon.Pun.PhotonTransform
ViewRotationControl.GetNetwork
Rotation