

Photon.Pun.Simple.SyncSpawn  
Timer.ApplySnapshot

Photon.Pun.Simple.SyncSpawn  
Timer.OnCaptureCurrentState

Photon.Pun.Simple.SyncState.  
Respawn

```
graph LR; A[Photon.Pun.Simple.SyncSpawn  
Timer.ApplySnapshot] --> C[Photon.Pun.Simple.SyncState.  
Respawn]; B[Photon.Pun.Simple.SyncSpawn  
Timer.OnCaptureCurrentState] --> C;
```

The diagram illustrates a relationship between two functions and a state object. On the left, two white rectangular boxes are stacked vertically. The top box contains the text 'Photon.Pun.Simple.SyncSpawn' and 'Timer.ApplySnapshot'. The bottom box contains 'Photon.Pun.Simple.SyncSpawn' and 'Timer.OnCaptureCurrentState'. Two blue arrows originate from the right side of these boxes and point towards a single gray rectangular box on the right. This gray box contains the text 'Photon.Pun.Simple.SyncState.' and 'Respawn'.