

## Photon.Realtime.Connection Handler

- + DisconnectAfterKeepAlive
- + KeepAliveInBackground
- + ApplyDontDestroyOnLoad
- + AppQuits
- + Client
- + CountSendAcksOnly
- + FallbackThreadRunning

- + StartFallbackSendAckThread()
- + StopFallbackSendAckThread()
- + RealtimeFallbackThread()