Photon.Pun.Simple.IFlagTeleport + FlagTeleport() Photon.Pun.Simple.SyncTransform + interpolation + extrapolateRatio + teleportThreshold + teleportReliable + masterSharedCrushers + transformCrusher + prevSentFrame framePool + AllowInterpolation + AllowReconstructionOfEmpty + ApplyOrder # extrapolationCount # hasTeleported # teleNewParentId # preTeleportM # preTeleportCM # allowInterpolation # allowReconstructionOfEmpty # skipInterpolation + FlagTeleport() + UpdateParent() + OnAwake() + OnCaptureCurrentState() + OnNetSerialize() + OnNetDeserialize() + OnSnapshot() + OnInterpolate() # PopulateFrames() # CaptureCurrent() # ApplyFrame() # InterpolateFrame() # ExtrapolateFrame()