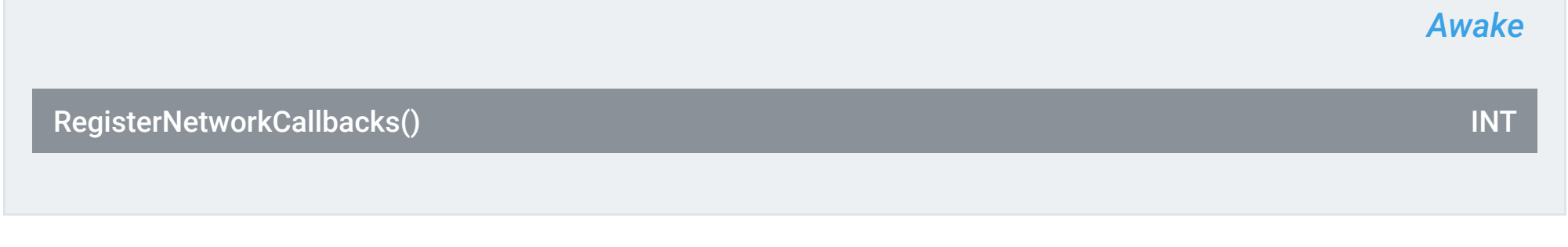


INT	= Internal
CB	= Callback

NetworkRunner

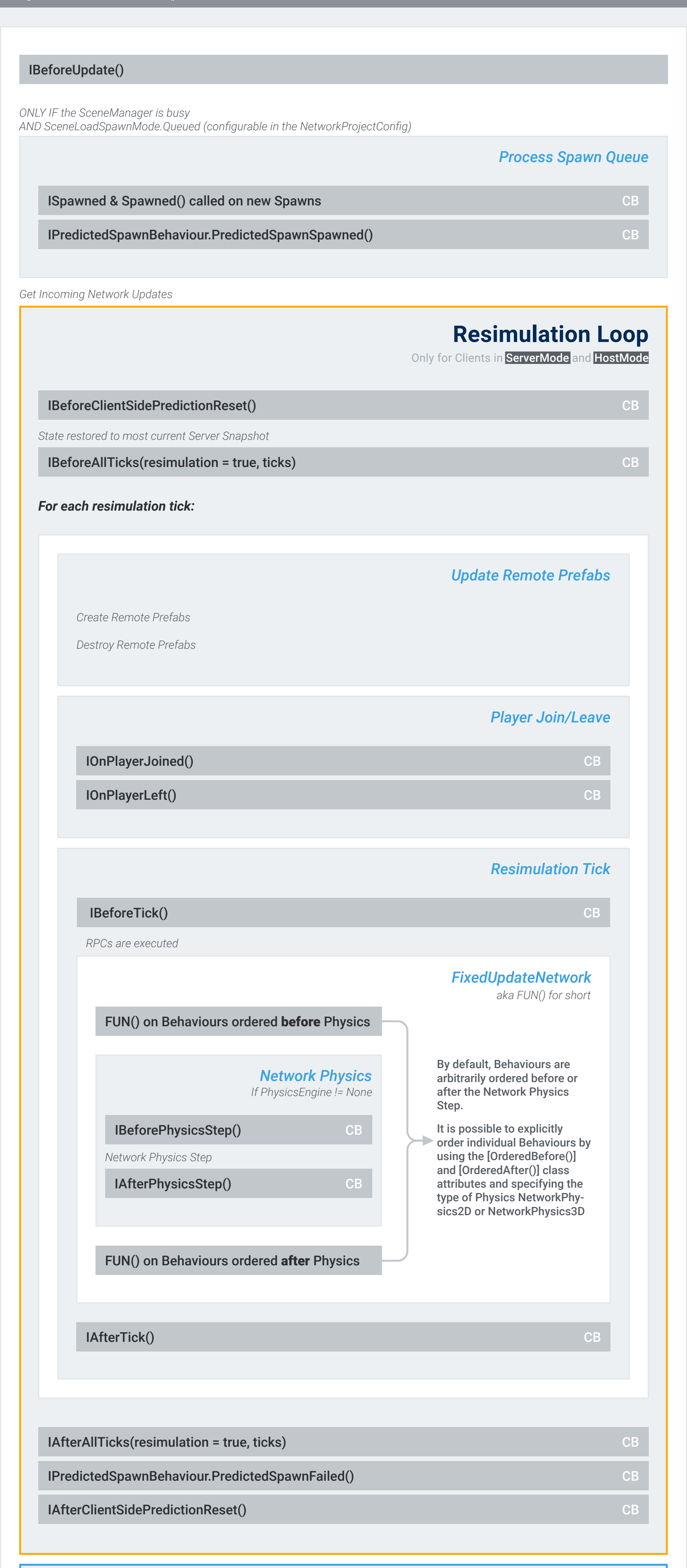


All Unity FixedUpdate() callbacks

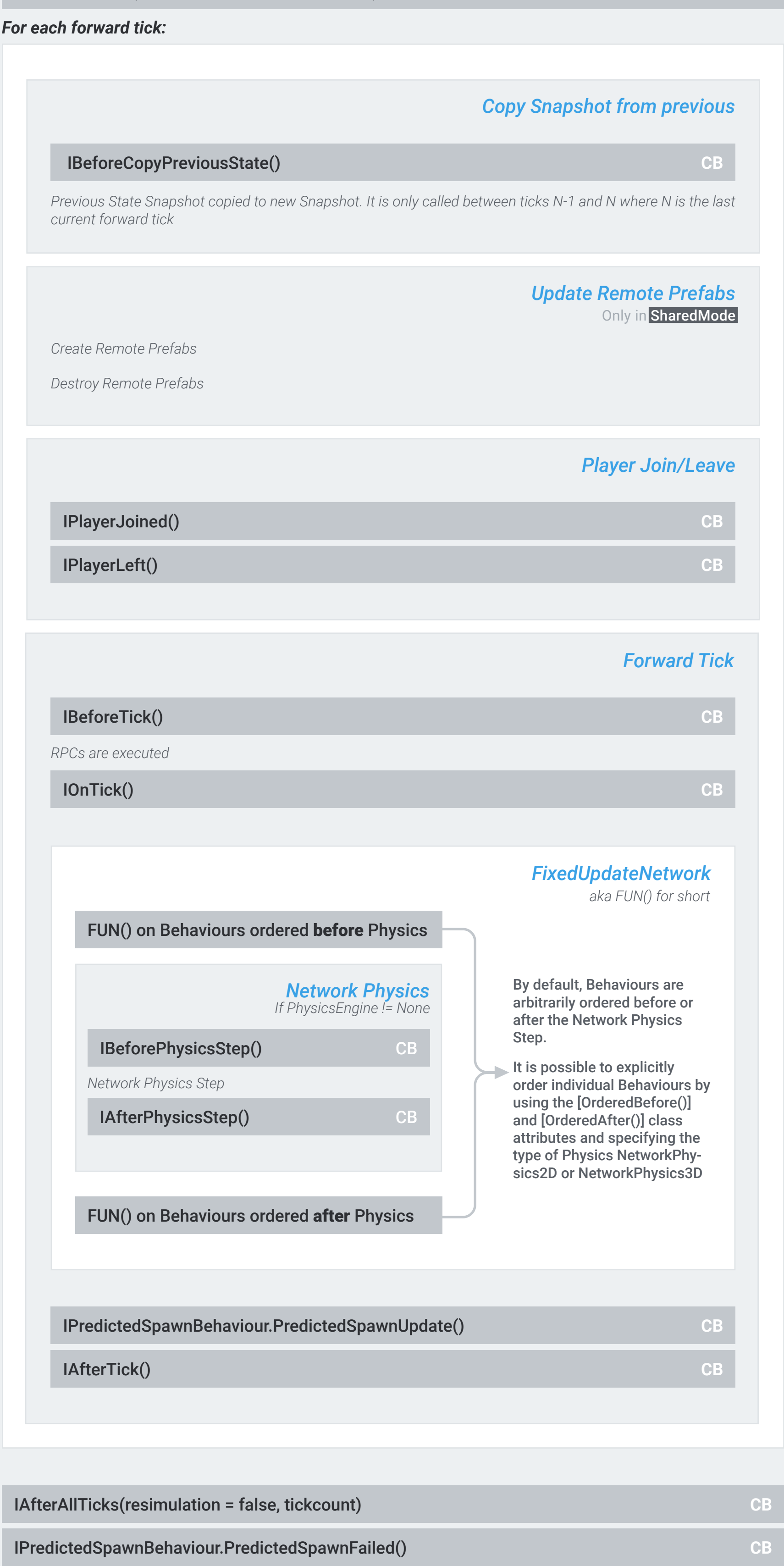
If PhysicsEngine == None:

PhysX/Box2D AutoSimulate

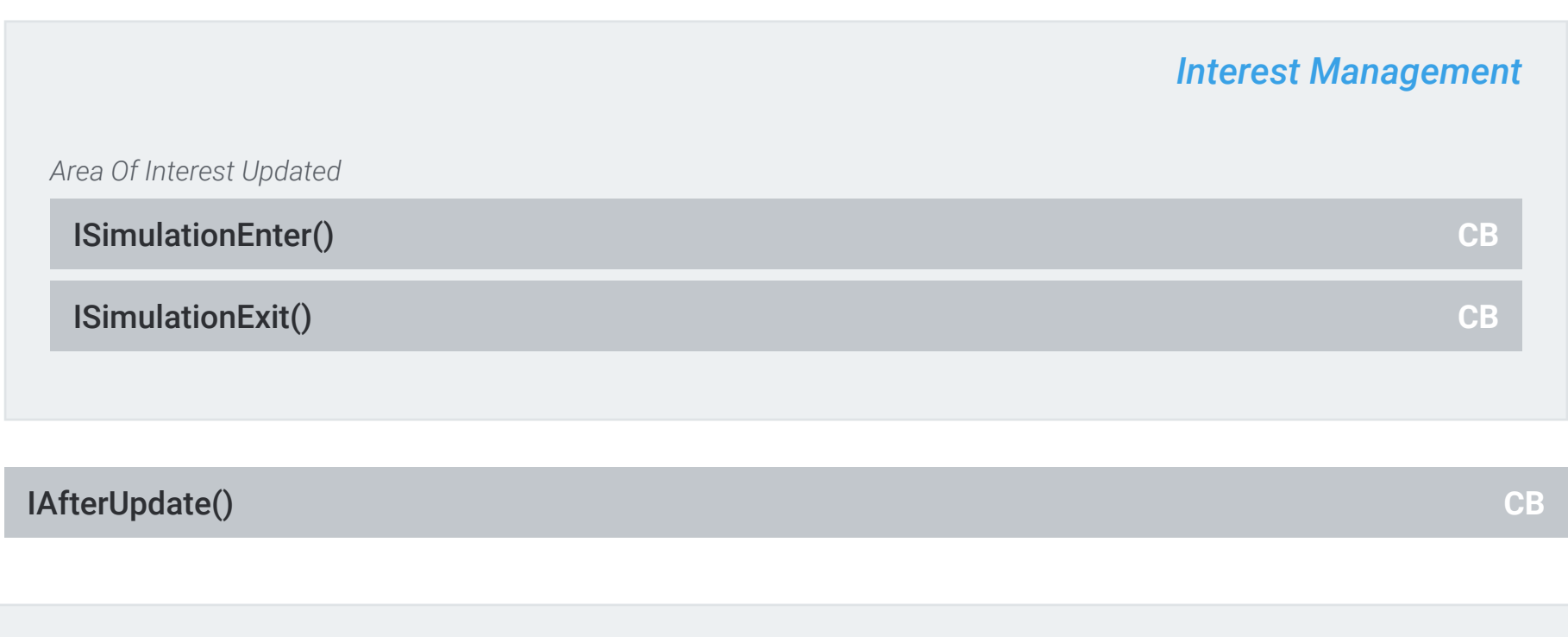
Fusion Update Loop



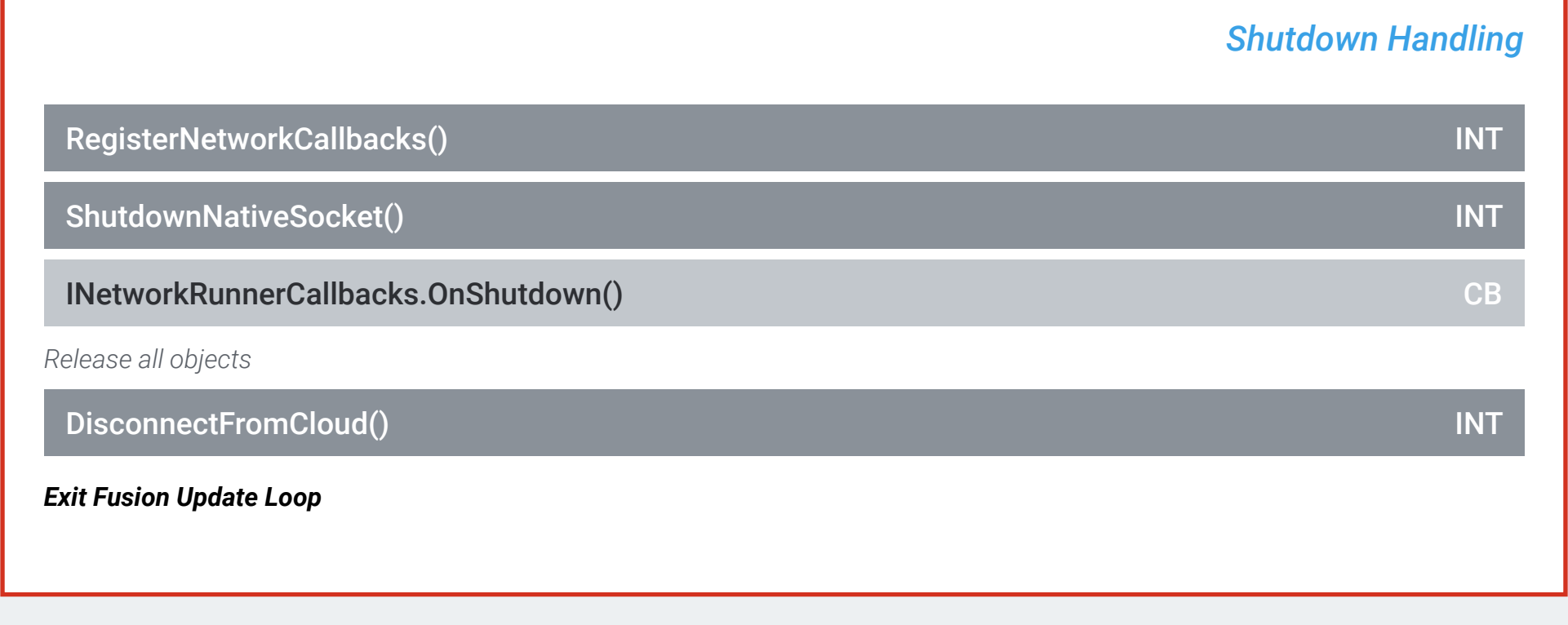
Forward Loop



OnChanged() Callbacks

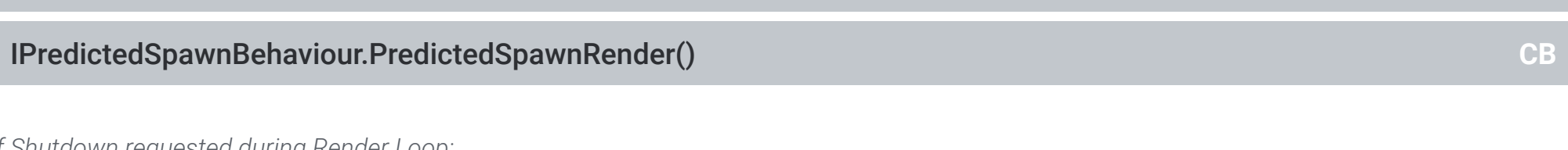


If Shutdown requested during FixedUpdateNetwork():

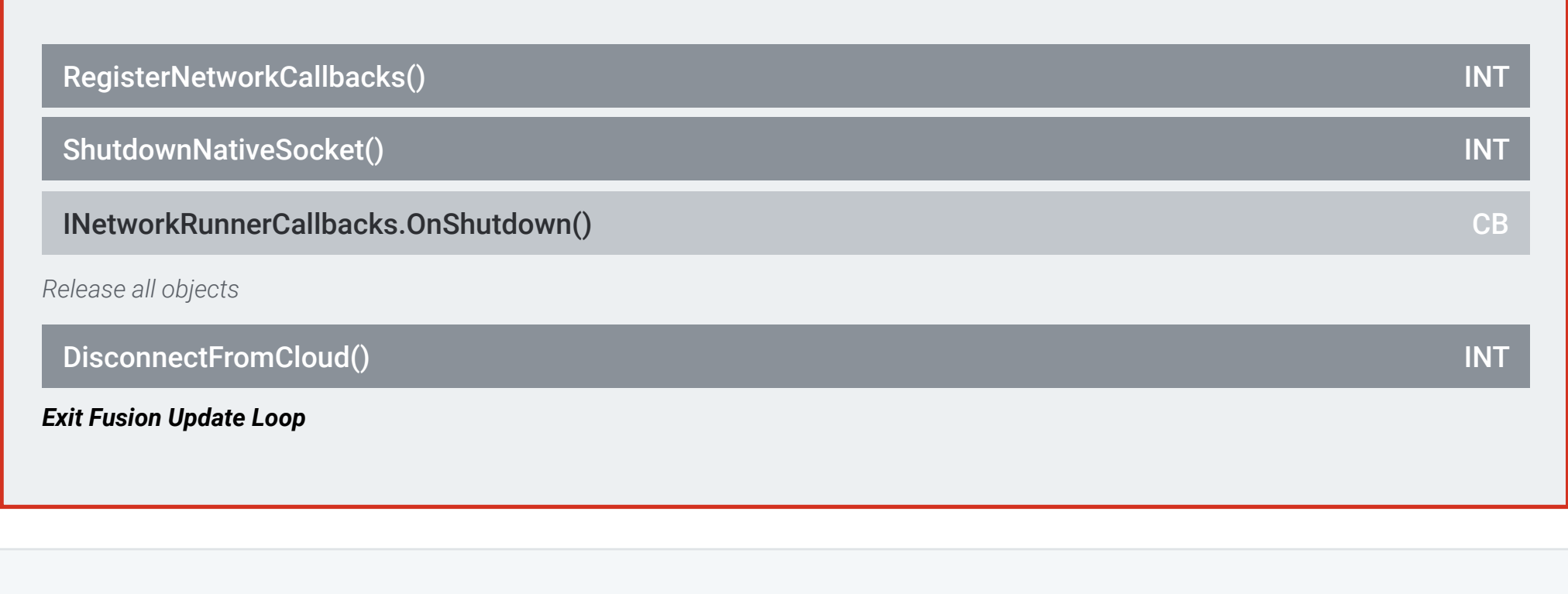


All Unity MonoBehaviour.Update() Callbacks

Fusion Render Loop



If Shutdown requested during Render Loop:



All MonoBehaviour.LateUpdate()