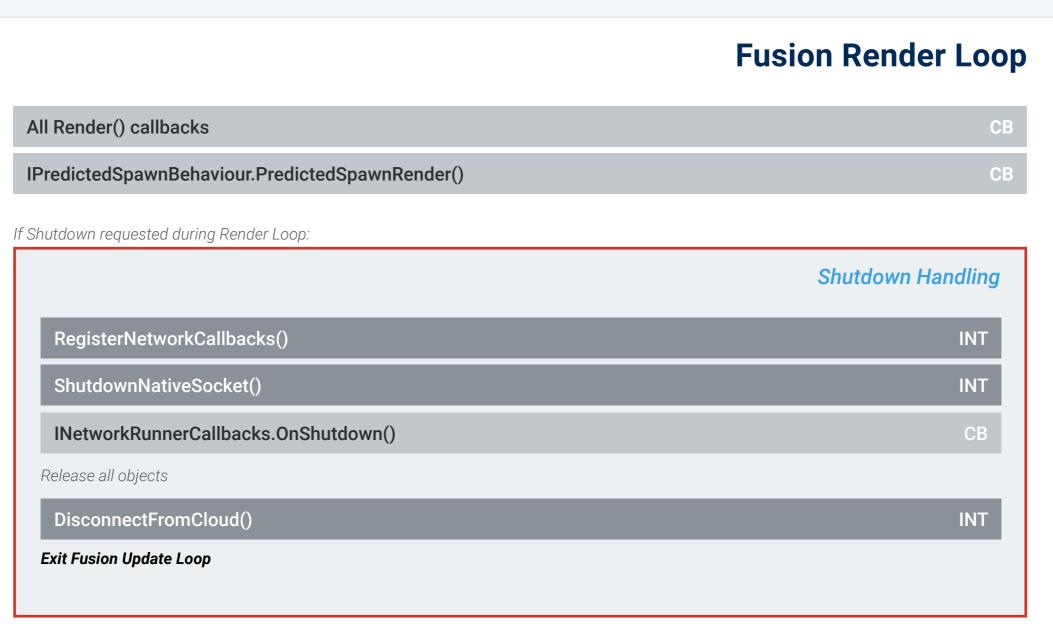


All Unity MonoBehaviour.Update() Callbacks

Release all objects

DisconnectFromCloud()

**Exit Fusion Update Loop** 



INT