

GamebaseConfiguration.Builder

mServerApiVersion
mZoneType
mPushType

+ Builder()
+ enablePopup()
+ enableLaunchingStatusPopup()
+ enableBanPopup()
+ setDisplayLanguageCode()
+ build()
+ setZoneType()
+ setStoreCode()
+ setFCMSenderId()
+ setTencentAccessKey()
+ setTencentAccessId()
Builder()