

## GamebaseConfiguration.Builder

```
# mServerApiVersion  
# mZoneType  
# mPushType
```

```
+ Builder()  
+ enablePopup()  
+ enableLaunchingStatusPopup()  
+ enableBanPopup()  
+ setDisplayLanguageCode()  
+ build()  
+ setZoneType()  
+ setStoreCode()  
# Builder()
```