

```
{GamebaseConfiguration.Builder  
l# mServerApiVersion  
# mZoneType  
# mPushType  
# mServerUrl  
l+ Builder()  
+ enablePopup()  
+ enableLaunchingStatusPopup()  
+ enableBanPopup()  
+ setDisplayLanguageCode()  
+ setPushType()  
+ build()  
+ setZoneType()  
+ setStoreCode()  
# Builder()  
}
```