

```
{GamebaseSystemInfo
ll+ initialize()
+ getApplicationContext()
+ getAppId()
+ getAppVersion()
+ getAppName()
+ isDebugMode()
+ getSDKVersion()
+ getServerUrl()
+ getZoneType()
+ getGameEngine()
and 24 more...
+ getInstance()
~ setAppId()
~ setAppVersion()
~ setDebugMode()
~ setZoneType()
~ setGameEngine()
~ setServerApiVersion()
~ onGamebaseSystemInfoEvent()
# setStoreCode()
}
```