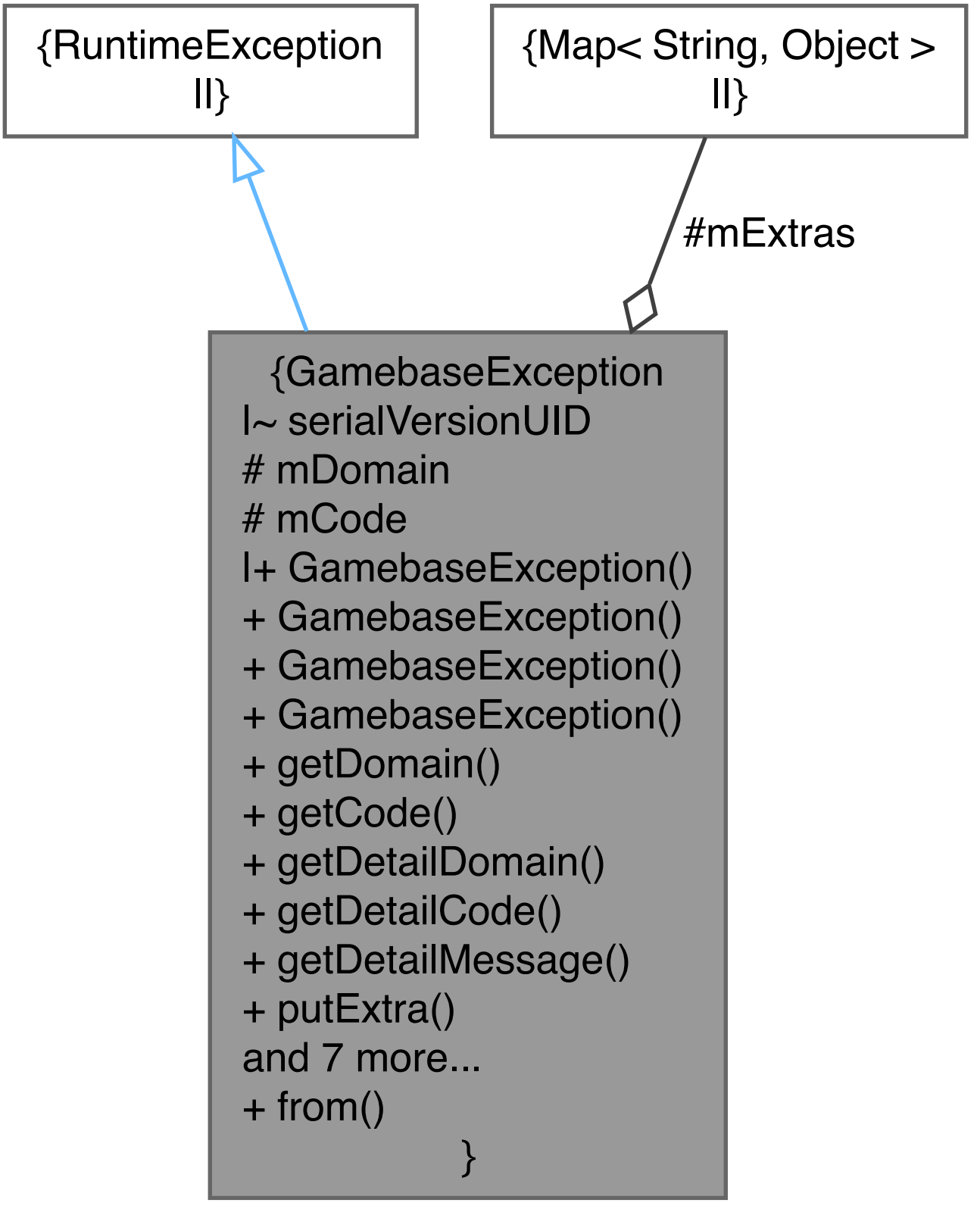

{RuntimeException
ll}
{Map< String, Object >
ll}
#mExtras
{GamebaseException
l~ serialVersionUID
mDomain
mCode
l+ GamebaseException()
+ GamebaseException()
+ GamebaseException()
+ GamebaseException()
+ getDomain()
+ getCode()
+ getDetailDomain()
+ getDetailCode()
+ getDetailMessage()
+ putExtra()
and 7 more...
+ from()
}