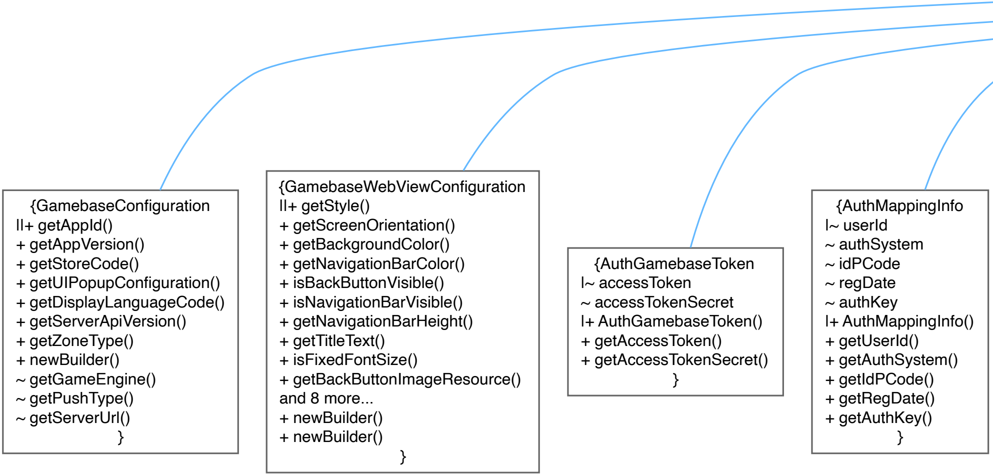
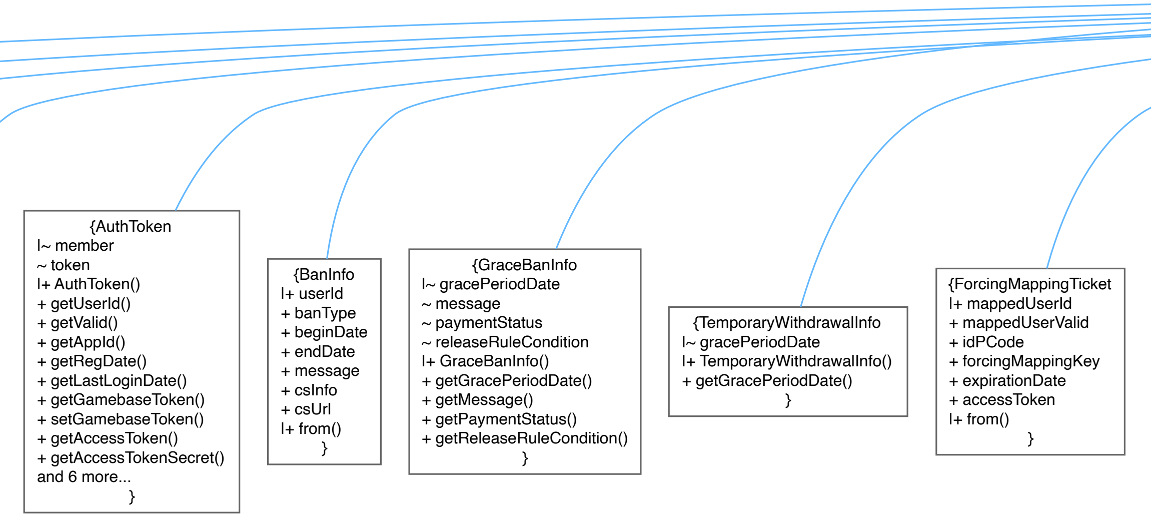

{GamebaseConfiguration
ll+ getAppId()
+ getAppVersion()
+ getStoreCode()
+ getUIPopupConfiguration()
+ getDisplayLanguageCode()
+ getServerApiVersion()
+ getZoneType()
+ newBuilder()
~ getGameEngine()
~ getPushType()
~ getServerUrl()
}
{GamebaseWebViewConfiguration
ll+ getStyle()
+ getScreenOrientation()
+ getBackgroundColor()
+ getNavigationBarColor()
+ isBackButtonVisible()
+ isNavigationBarVisible()
+ getNavigationBarHeight()
+ getTitleText()
+ isFixedFontSize()
+ getBackButtonImageResource()
and 8 more...
+ newBuilder()
+ newBuilder()
}
{AuthGamebaseToken
l~ accessToken
~ accessTokenSecret
l+ AuthGamebaseToken()
+ getAccessToken()
+ getAccessTokenSecret()
}
{AuthMappingInfo
l~ userId
~ authSystem
~ idPCode
~ regDate
~ authKey
l+ AuthMappingInfo()
+ getUserId()
+ getAuthSystem()
+ getIdPCode()
+ getRegDate()
+ getAuthKey()
}



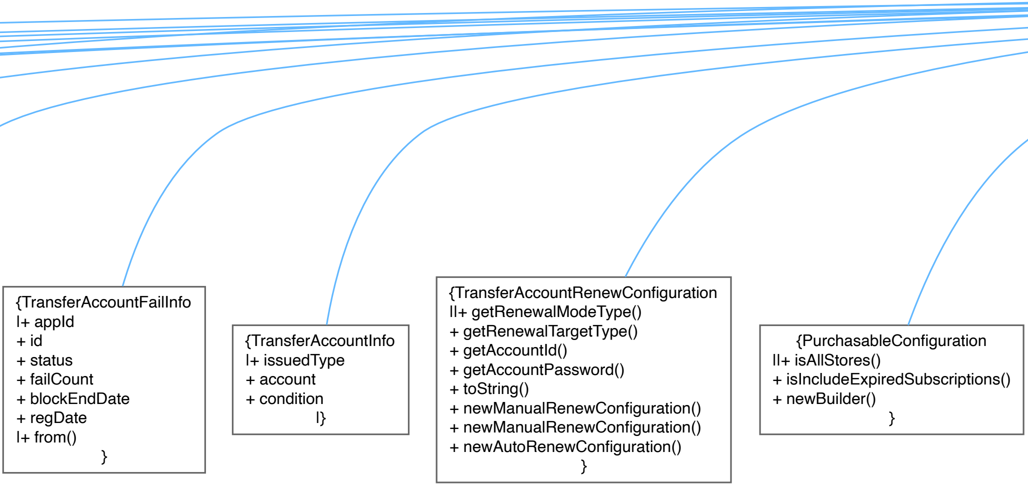
{AuthToken
|~ member
~ token
|+ AuthToken()
+ getUserId()
+ getValid()
+ getAppId()
+ getRegDate()
+ getLastLoginDate()
+ getGamebaseToken()
+ setGamebaseToken()
+ getAccessToken()
+ getAccessTokenSecret()
and 6 more...
}

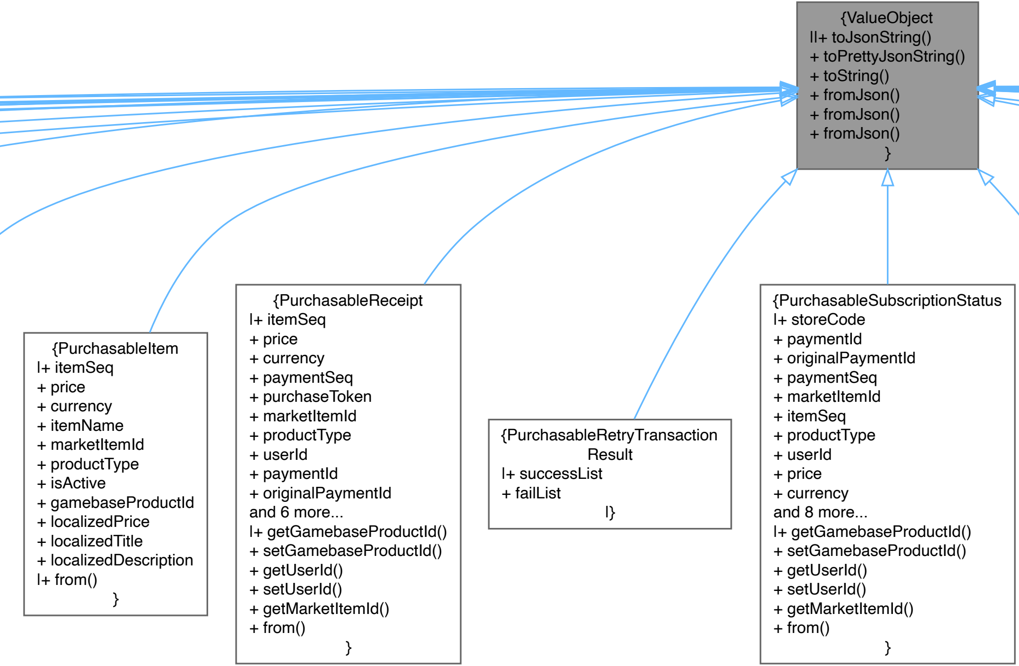
{BanInfo
|+ userId
+ banType
+ beginDate
+ endDate
+ message
+ csInfo
+ csUrl
|+ from()
}

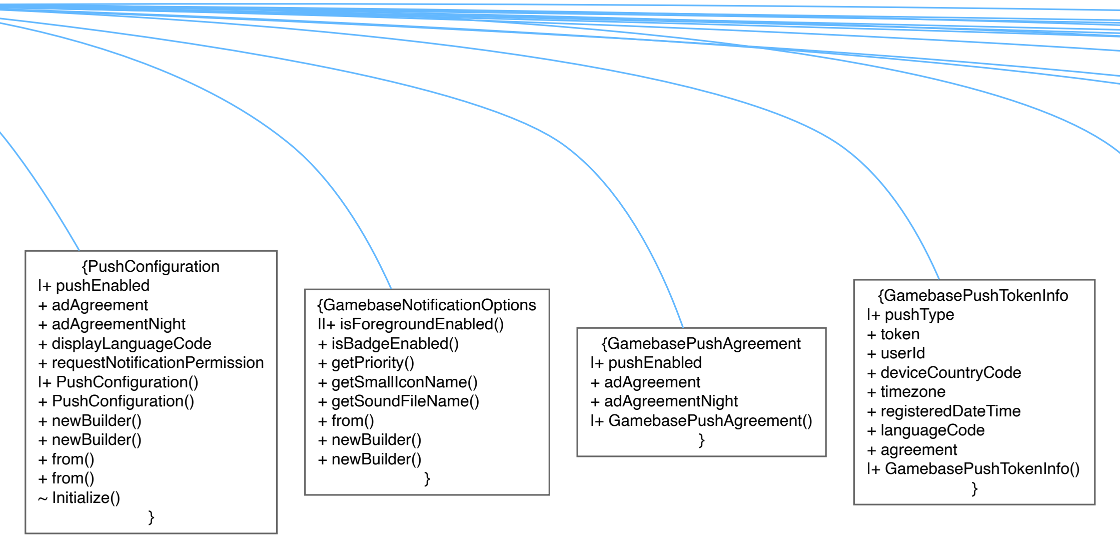
{GraceBanInfo
|~ gracePeriodDate
~ message
~ paymentStatus
~ releaseRuleCondition
|+ GraceBanInfo()
+ getGracePeriodDate()
+ getMessage()
+ getPaymentStatus()
+ getReleaseRuleCondition()
}

{TemporaryWithdrawalInfo
|~ gracePeriodDate
|+ TemporaryWithdrawalInfo()
+ getGracePeriodDate()
}

{ForcingMappingTicket
|+ mappedUserId
+ mappedUserValid
+ idPCode
+ forcingMappingKey
+ expirationDate
+ accessToken
|+ from()
}


{TransferAccountFailInfo
l+ appId
+ id
+ status
+ failCount
+ blockEndDate
+ regDate
l+ from()
}
{TransferAccountInfo
l+ issuedType
+ account
+ condition
l}
{TransferAccountRenewConfiguration
ll+ getRenewalModeType()
+ getRenewalTargetType()
+ getAccountId()
+ getAccountPassword()
+ toString()
+ newManualRenewConfiguration()
+ newManualRenewConfiguration()
+ newAutoRenewConfiguration()
}
{PurchasableConfiguration
ll+ isAllStores()
+ isIncludeExpiredSubscriptions()
+ newBuilder()
}


{ValueObject
||+ toJsonString()
+ toPrettyJsonString()
+ toString()
+ fromJson()
+ fromJson()
+ fromJson()
}
{PurchasableItem
|+ itemSeq
+ price
+ currency
+ itemName
+ marketItemId
+ productType
+ isActive
+ gamebaseProductId
+ localizedPrice
+ localizedTitle
+ localizedDescription
|+ from()
}
{PurchasableReceipt
|+ itemSeq
+ price
+ currency
+ paymentSeq
+ purchaseToken
+ marketItemId
+ productType
+ userId
+ paymentId
+ originalPaymentId
and 6 more...
|+ getGamebaseProductId()
+ setGamebaseProductId()
+ getUserId()
+ setUserId()
+ getMarketItemId()
+ from()
}
{PurchasableRetryTransaction
Result
|+ successList
+ failList
|}
{PurchasableSubscriptionStatus
|+ storeCode
+ paymentId
+ originalPaymentId
+ paymentSeq
+ marketItemId
+ itemSeq
+ productType
+ userId
+ price
+ currency
and 8 more...
|+ getGamebaseProductId()
+ setGamebaseProductId()
+ getUserId()
+ setUserId()
+ getMarketItemId()
+ from()
}

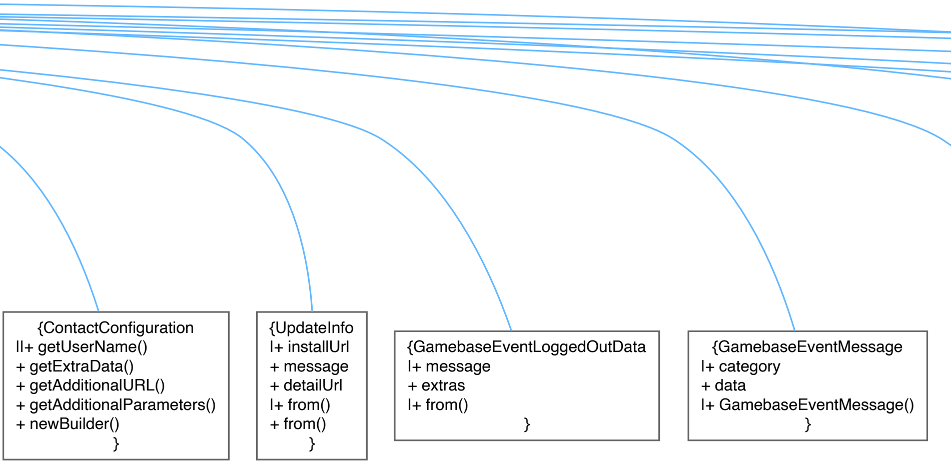


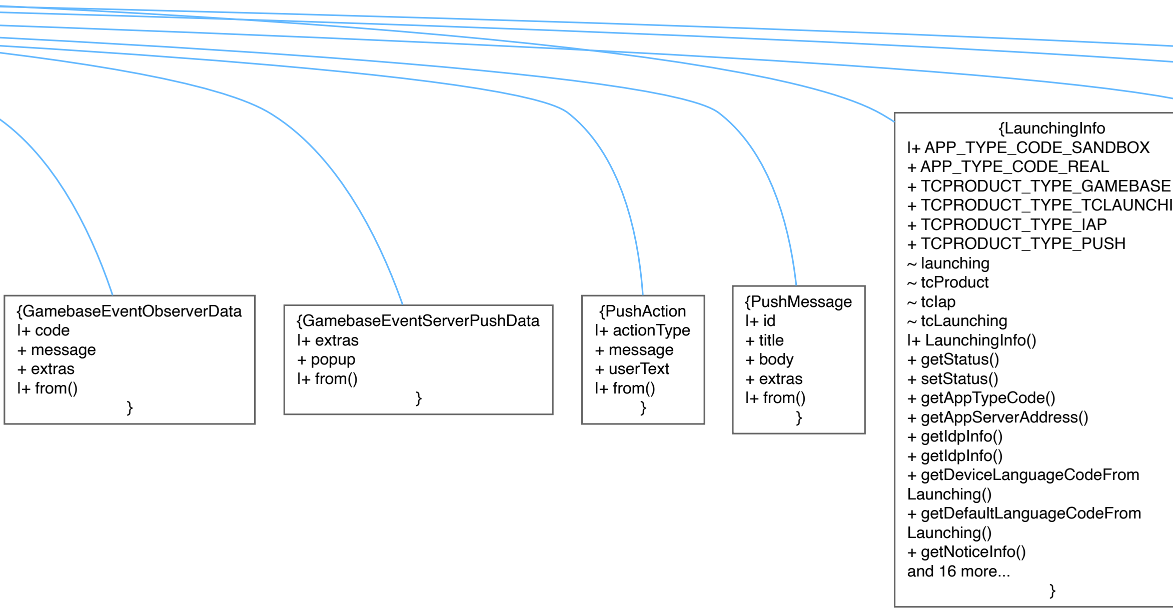
{PushConfiguration
l+ pushEnabled
+ adAgreement
+ adAgreementNight
+ displayLanguageCode
+ requestNotificationPermission
l+ PushConfiguration()
+ PushConfiguration()
+ newBuilder()
+ newBuilder()
+ from()
+ from()
~ Initialize()
}

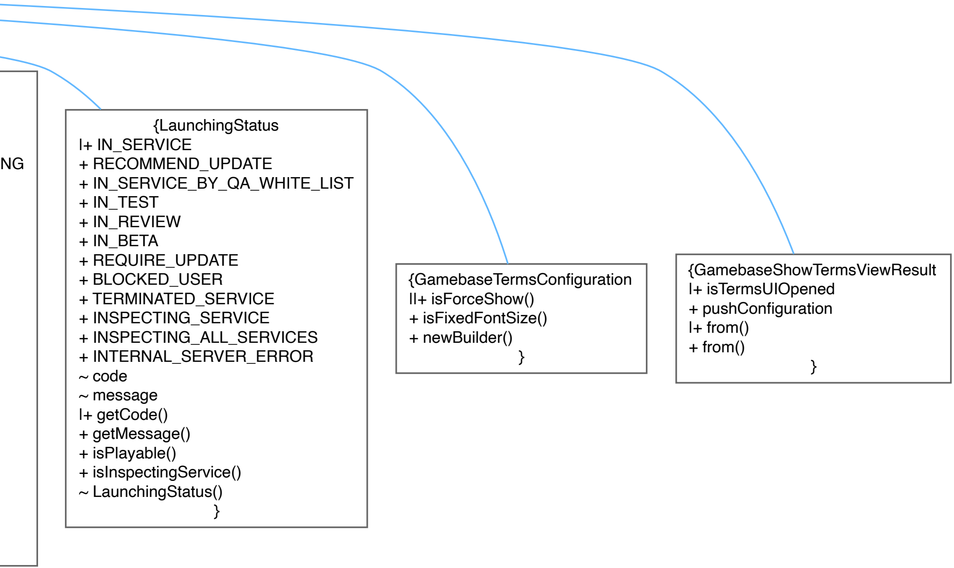
{GamebaseNotificationOptions
ll+ isForegroundEnabled()
+ isBadgeEnabled()
+ getPriority()
+ getSmallIconName()
+ getSoundFileName()
+ from()
+ newBuilder()
+ newBuilder()
}

{GamebasePushAgreement
l+ pushEnabled
+ adAgreement
+ adAgreementNight
l+ GamebasePushAgreement()
}

{GamebasePushTokenInfo
l+ pushType
+ token
+ userId
+ deviceCountryCode
+ timezone
+ registeredDateTime
+ languageCode
+ agreement
l+ GamebasePushTokenInfo()
}


{ContactConfiguration
|l+ getUserName()
+ getExtraData()
+ getAdditionalURL()
+ getAdditionalParameters()
+ newBuilder()
}
{UpdateInfo
|+ installUrl
+ message
+ detailUrl
|+ from()
+ from()
}
{GamebaseEventLoggedOutData
|+ message
+ extras
|+ from()
}
{GamebaseEventMessage
|+ category
+ data
|+ GamebaseEventMessage()
}


{GamebaseEventObserverData
|+ code
+ message
+ extras
|+ from()
}
{GamebaseEventServerPushData
|+ extras
+ popup
|+ from()
}
{PushAction
|+ actionType
+ message
+ userText
|+ from()
}
{PushMessage
|+ id
+ title
+ body
+ extras
|+ from()
}
{LaunchingInfo
|+ APP_TYPE_CODE_SANDBOX
+ APP_TYPE_CODE_REAL
+ TCPRODUCT_TYPE_GAMEBASE
+ TCPRODUCT_TYPE_TCLAUNCHI
+ TCPRODUCT_TYPE_IAP
+ TCPRODUCT_TYPE_PUSH
~ launching
~ tcProduct
~ tcIap
~ tcLaunching
|+ LaunchingInfo()
+ getStatus()
+ setStatus()
+ getAppTypeCode()
+ getAppServerAddress()
+ getIdpInfo()
+ getIdpInfo()
+ getDeviceLanguageCodeFrom
Launching()
+ getDefaultLanguageCodeFrom
Launching()
+ getNoticeInfo()
and 16 more...
}


NG
{LaunchingStatus
l+ IN_SERVICE
+ RECOMMEND_UPDATE
+ IN_SERVICE_BY_QA_WHITE_LIST
+ IN_TEST
+ IN_REVIEW
+ IN_BETA
+ REQUIRE_UPDATE
+ BLOCKED_USER
+ TERMINATED_SERVICE
+ INSPECTING_SERVICE
+ INSPECTING_ALL_SERVICES
+ INTERNAL_SERVER_ERROR
~ code
~ message
l+ getCode()
+ getMessage()
+ isPlayable()
+ isInspectingService()
~ LaunchingStatus()
}
{GamebaseTermsConfiguration
ll+ isForceShow()
+ isFixedFontSize()
+ newBuilder()
}
{GamebaseShowTermsViewResult
l+ isTermsUIOpened
+ pushConfiguration
l+ from()
+ from()
}