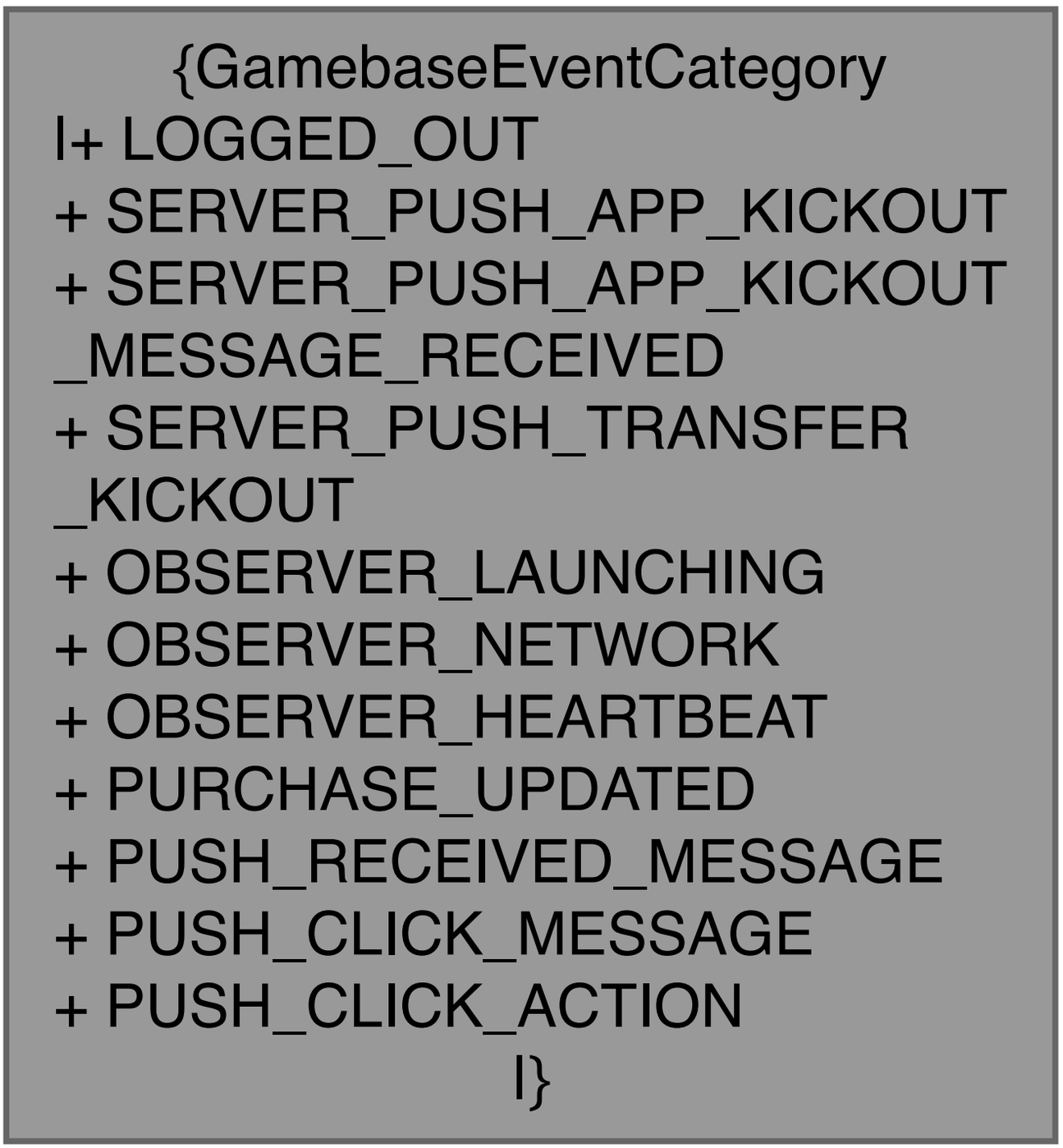

{GamebaseEventCategory
I+ LOGGED_OUT
+ SERVER_PUSH_APP_KICKOUT
+ SERVER_PUSH_APP_KICKOUT
_MESSAGE_RECEIVED
+ SERVER_PUSH_TRANSFER
_KICKOUT
+ OBSERVER_LAUNCHING
+ OBSERVER_NETWORK
+ OBSERVER_HEARTBEAT
+ PURCHASE_UPDATED
+ PUSH_RECEIVED_MESSAGE
+ PUSH_CLICK_MESSAGE
+ PUSH_CLICK_ACTION
I}