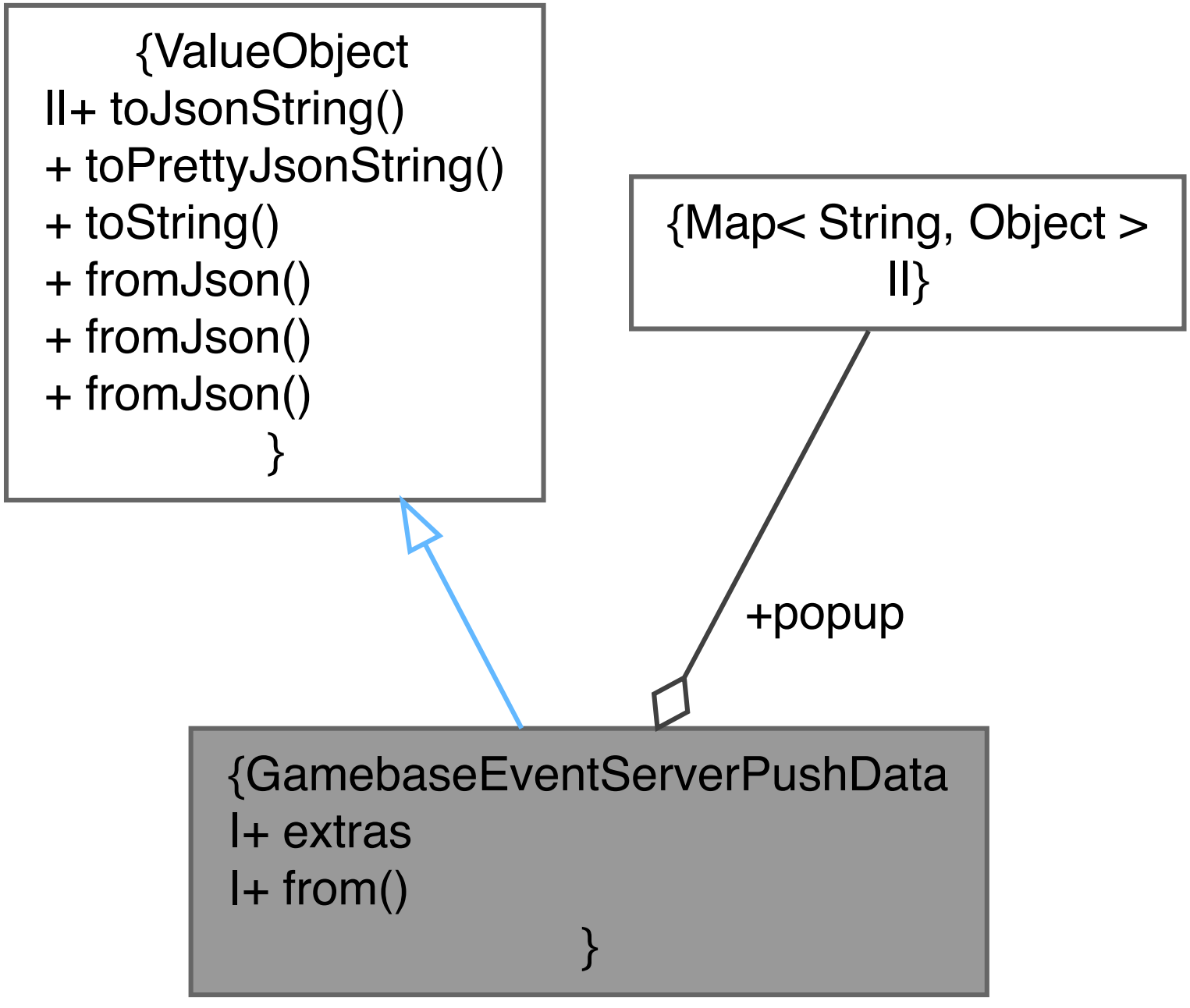

{ValueObject
II+ toJsonString()
+ toPrettyJsonString()
+ toString()
+ fromJson()
+ fromJson()
+ fromJson()
}
{Map< String, Object >
II}
+popup
{GamebaseEventServerPushData
I+ extras
I+ from()
}