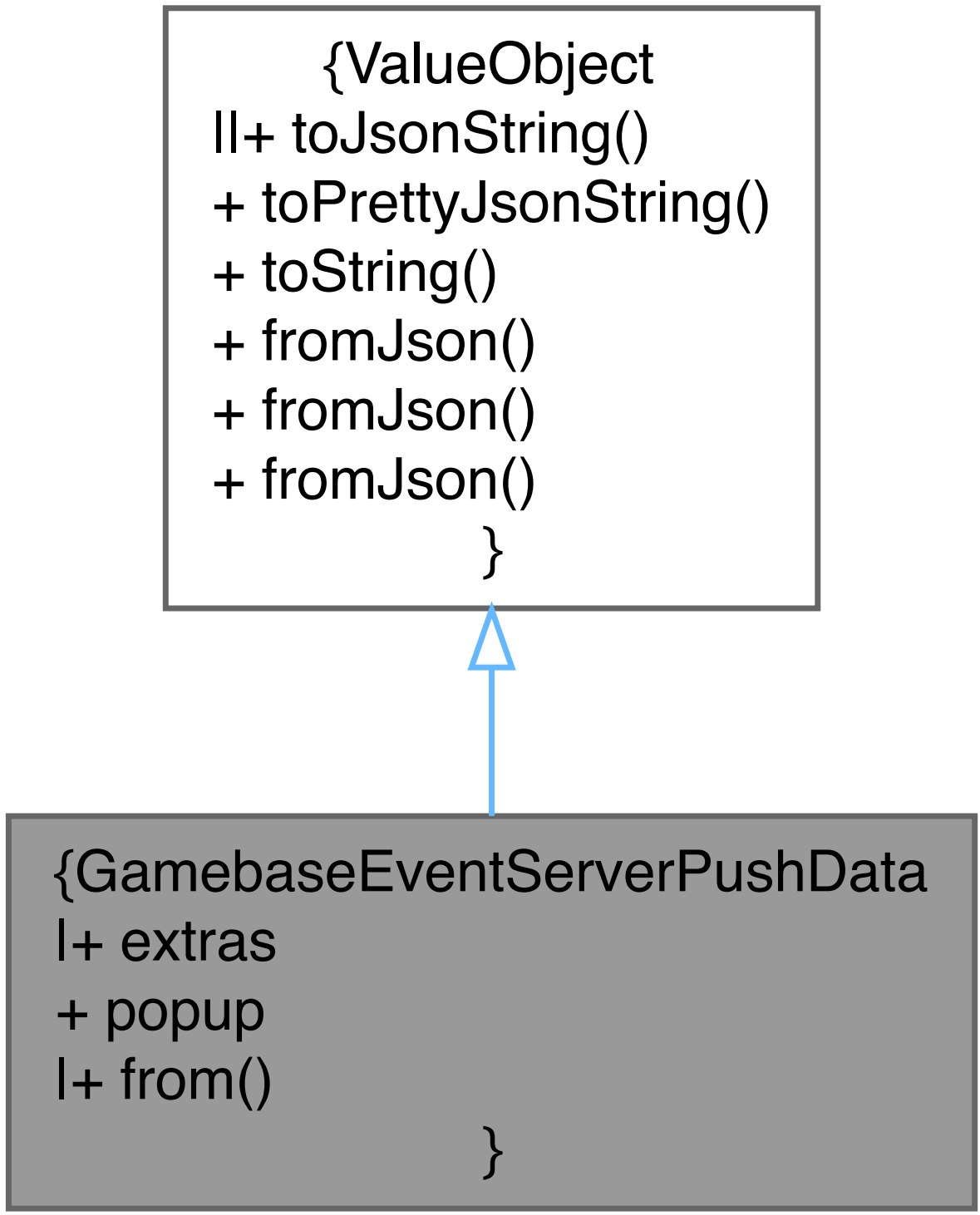

{ValueObject
ll+ toJsonString()
+ toPrettyJsonString()
+ toString()
+ fromJson()
+ fromJson()
+ fromJson()
}
{GamebaseEventServerPushData
l+ extras
+ popup
l+ from()
}