

{RuntimeException
II}



```
{GamebaseException
~ serialVersionUID
# mDomain
# mCode
# mExtras
I+ GamebaseException()
+ GamebaseException()
+ GamebaseException()
+ GamebaseException()
+ getDomain()
+ getCode()
+ getDetailDomain()
+ getDetailCode()
+ getDetailMessage()
+ putExtra()
and 7 more...
+ from()
}
```