| RuntimeException | | Map< String, Object > |
|---|---|---|
| | | |
| | | |

#mExtras

| GamebaseException |
|---|
| ~ serialVersionUID<br># mDomain<br># mCode |
| + GamebaseException()<br>+ GamebaseException()<br>+ GamebaseException()<br>+ GamebaseException()<br>+ getDomain()<br>+ getCode()<br>+ getMessage()<br>+ getDetailDomain()<br>+ getDetailCode()<br>+ getDetailMessage()<br>and 8 more... |