

GameData

- + gameType
 - + allowSpectators
 - + maxNumberOfPlayers
 - + startMoney
 - + firstSmallBlind
 - + raiseIntervalMode
 - + raiseSmallBlindEveryHands
Value
 - + raiseSmallBlindEveryMinutes
Value
 - + raiseMode
 - + manualBlindsList
 - + afterManualBlindsMode
 - + afterMBAAlwaysRaiseValue
 - + guiSpeed
 - + delayBetweenHandsSec
 - + playerActionTimeoutSec
-
- + GameData()