GameData

+ gameType
+ allowSpectators
+ maxNumberOfPlayers
+ startMoney
+ firstSmallBlind
+ raiseIntervalMode
+ raiseSmallBlindEveryHands
Value
+ raiseSmallBlindEveryMinutes
Value
+ raiseMode
+ manualBlindsList
+ afterManualBlindsMode
+ afterMBAlwaysRaiseValue
+ guiSpeed
+ delayBetweenHandsSec
+ playerActionTimeoutSec

+ GameData()

+data

GameInfo

+ name
+ mode
+ adminPlayerId
+ players
+ spectators
+ spectatorsDuringGame
+ isPasswordProtected

+ GameInfo()