Utils
+ INSERT_COMMAND_COLOREDSTRING: String
+ NEW_TURN_RESPONSE: String
+ SELECT_DICE_FROM_PLAYERBOARD: String
+ SELECT_DICE_FROM_DRAFTPOOL: String
+ YOUR_PLAYERBOARD: String
+ INSERT_COL: String
+ INSERT_ROW: String
+ DRAFTPOOL_EMPTY: String
+ ROUNDTRACK_EMPTY: String
+ NOT_YOUR_TURN: String
+ INVALID_ACTION: String
+ INVALID_CARD_SELECTED: String
+ NOT_ENOUGH_TOKEN: String
+ NO_MORE_TOOLCARD_ACTIONS: String
+ NO_MORE_DICE_PLACEMENT: String
+ ACTION_PLACE_DICE: String
+ ACTIONTYPE_PLACE_DICE_WITH_ALL_RESTRICTIONS: String
+ ACTIONTYPE_PLACE_DICE_IGNORE_ADJACENT: String
+ ACTION_CHANGE_DICE_VALUE: String
+ ACTIONTYPE_CHANGE_DICE_VALUE: String
+ ACTIONTYPE_SELECT_DICE_VALUE: String
+ ACTIONTYPE_INCREASE_DICE_VALUE: String
+ ACTIONTYPE_FLIP_DICE: String
+ ACTIONTYPE_REROLL_DICE: String
+ ACTIONTYPE_REROLL:ALL: String
+ ACTIONTYPE_MOVE_DICE: String
+ ACTIONTYPE_MOVE_IGNORE_COLOR: String
+ ACTIONTYPE_MOVE_IGNORE_VALUE: String
+ ACTIONTYPE_MOVE_MATCHING_ROUNDTRACKDICE: String
+ ACTIONTYPE_MOVE_WITH_ALL_RESTRICTIONS: String
+ ACTION_SWAP_ICE: String
+ ACTIONTYPE_SWAP_DICE_FROM_DICEBAG: String
+ ACTIONTYPE_SWAP_DICE_FROM_ROUNDTRACK: String
+ ACTION_SKIP_TURN: String
+ ACTIONTYPE_SKIP_NEXT_TURN: String
+ INVALID_INPUT_NOTANUMBER: String
+ INVALID_INPUT_NUMBEROUT_OF_RANGE: String
+ ABORTED_REQUEST: String
+ INVALID_INPUT: String
+ TOKEN_NEEDED_IF_EMPTY: int
+ TOKEN_NEEDED_IF_NOT_EMPTY: int
+ MAX_DICE_FOR_TURN: int
+ MAX_DICE_FOR_COLOR: int
+ MAX_DICE_FOR_DICEBAG: int
+ NUMBER_DICE_SHADES: int
+ MIN_SHADES_DICE: Int
+ MIN_ROW_WINDOW_PATTERN: int
+ MAX_ROW_WINDOW_PATTERN: int
+ MIN_COLUMN_WINDOW_PATTERN: int
+ MAX_COLUMN_WINDOW_PATTERN: int
+ MAX_NUMBER_WINDOWPATTERN: int
+ MAX_USETOOLCARD_FOR_TURN: int
+ MAX_ROUND: int
+ MAX_CARD_ONBOARD: int
+ MAX_PLAYERS_MULTIPLAYER: int
+ MAX_CARD_ON_BOARD_SINGLEPLAYER: int
+ MAX_DICE_FOR_DRAFTPOOL_SINGLEPLAYER: int
+ DICE_NOT_MATCHING: String
+ RESOURCES_JSON_PATH: String
+ CARD_FRAME_DIMENSION: int
+ getTime(): String