

+ EncryptionMode + NameServerHost

MatchMakingCallbackTargets

+ EnableLobbyStatistics

+ RegionHandler + SummaryToCache + NameServerPortInAppSettings

+ LoadBalancingPeer

+ SerializationProtocol + AppVersion + Appld

+ ClientType

+ AuthValues + ExpectedProtocol + TokenForInit

+ IsUsingNameServer + NameServerAddress and 23 more.. ~ InRoomCallbackTargets LobbyCallbackTargets

~ WebRpcCallbackTargets ~ ErrorInfoCallbackTargets

+ LoadBalancingClient() + LoadBalancingClient()

+ ConnectUsingSettings() + Connect() + ConnectToMasterServer() + ConnectToNameServer()

+ ConnectToRegionMaster() + ReconnectToMaster()

+ ReconnectAndRejoin() + Disconnect()

and 26 more... ~ OpSetPropertiesOfActor() ~ OpSetPropertyOfRoom()

OpSetPropertiesOfRoom() ~ CreatePlayer()

CreateRoom() UpdateCallbackTargets()

~ ReplacePortWithAlternative()