

ReversiPlay

- \$_mReversi
- \$_mSetting
- \$_mCurColor
- \$_mCpu
- \$_mEdge
- \$_mPassEnaB
- \$_mPassEnaW
- \$_mPassEnaL
- \$_mPassEnaR
- \$_mGameEndSts

and 6 more...

- + getmReversi()
- + setmReversi()
- + getmSetting()
- + setmSetting()
- + getmCurColor()
- + setmCurColor()
- + getmCpu()
- + setmCpu()
- + getmEdge()
- + setmEdge()

and 37 more...

- execMessage()
- ViewMsgDlgLocal()
- DrawSingleLocal()
- CurColMsgLocal()
- CurStsMsgLocal()
- WaitLocal()