```
ReversiSetting
 $ mMode
 $ mType
$ mPlayer
 $ mAssist
 $ mGameSpd
 $ mFndAnim
 $ mMasuCntMenu
$ mMasuCnt
- $ mPlayCpuInterVal
- $ mPlayDrawInterVal
and 7 more
+ aetmMode()
+ setmMode()
+ getmType()
+ setmType()
+ getmPlayer()
```

+ setmPlayer() + getmAssist() + setmAssist() + getmGameSpd() + setmGameSpd() and 27 more...