```
ReversiForm.ReversiSetting
+ mMode
+ mType
+ mPlayer
+ mAssist
+ mGameSpd
+ mEndAnim
+ mMasuCntMenu
+ mMasuCnt
+ mPlayCpuInterVal
+ mPlayDrawInterVal
and 7 more...
 mMode

    mType

- mPlayer
- mAssist
- mGameSpd

    mEndAnim

    mMasuCntMenu
```

\_mMasuCnt\_mPlayCpuInterValmPlayDrawInterVal

and 7 more...

+ Clone()

+ ReversiSetting()