```
ReversiSetting
 $ mMode
 $ mType
$ mPlayer
 $ mAssist
 $ mGameSpd
 $ mFndAnim
 $ mMasuCntMenu
$ mMasuCnt
- $ mPlayCpuInterVal
- $ mPlayDrawInterVal
and 6 more
+ aetmMode()
+ setmMode()
+ getmType()
+ setmType()
```

+ getmPlayer() + setmPlayer() + getmAssist() + setmAssist() + getmGameSpd() + setmGameSpd() and 25 more...