

ReversiPlay

- \$_mReversi
- \$_mSetting
- \$_mCurColor
- \$_mCpu
- \$_mEdge
- \$_mPassEnaB
- \$_mPassEnaW
- \$_mGameEndSts
- \$_mPlayLock
- \$_viewMsgDlg
- \$_drawSingle
- \$_curColMsg
- \$_curStsMsg

- + getmReversi()
- + setmReversi()
- + getmSetting()
- + setmSetting()
- + getmCurColor()
- + setmCurColor()
- + getmCpu()
- + setmCpu()
- + getmEdge()
- + setmEdge()
- and 29 more...
- execMessage()
- ViewMsgDlgLocal()
- DrawSingleLocal()
- CurColMsgLocal()
- CurStsMsgLocal()