

ReversiWpf.ReversiSetting

- + mMode
 - + mType
 - + mPlayer
 - + mAssist
 - + mGameSpd
 - + mEndAnim
 - + mMasuCntMenu
 - + mMasuCnt
 - + mPlayCpuInterVal
 - + mPlayDrawInterVal
 - and 10 more...
 - _mMode
 - _mType
 - _mPlayer
 - _mAssist
 - _mGameSpd
 - _mEndAnim
 - _mMasuCntMenu
 - _mMasuCnt
 - _mPlayCpuInterVal
 - _mPlayDrawInterVal
 - and 6 more...
-
- + ReversiSetting()
 - + reset()
 - + Clone()