

isValid

com.toast.android.gamebase.
GamebaseConfiguration.Builder.set
StoreCode



```
graph LR; A["com.toast.android.gamebase.  
GamebaseConfiguration.Builder.set  
StoreCode"] --> B[isValid]
```

The diagram illustrates a call to the `setStoreCode` method of the `GamebaseConfiguration.Builder` class, which is part of the `com.toast.android.gamebase` package. A blue arrow points from this call to the `isValid` method, indicating that the `isValid` method is invoked as a result of this configuration change.