

## Gamebase.Purchase

- + requestPurchase()
- + requestPurchase()
- + requestPurchase()
- + requestItemListPurchasable()
- + requestItemListAtIAPConsole()
- + requestItemListOfNotConsumed()
- + requestActivatedPurchases()
- + requestRetryTransaction()
- + getStoreCode()
- + setStoreCode()