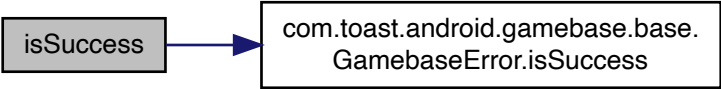


isSuccess



```
graph LR; A[isSuccess] --> B[com.toast.android.gamebase.base.  
GamebaseError.isSuccess]
```

com.toast.android.gamebase.base.  
GamebaseError.isSuccess