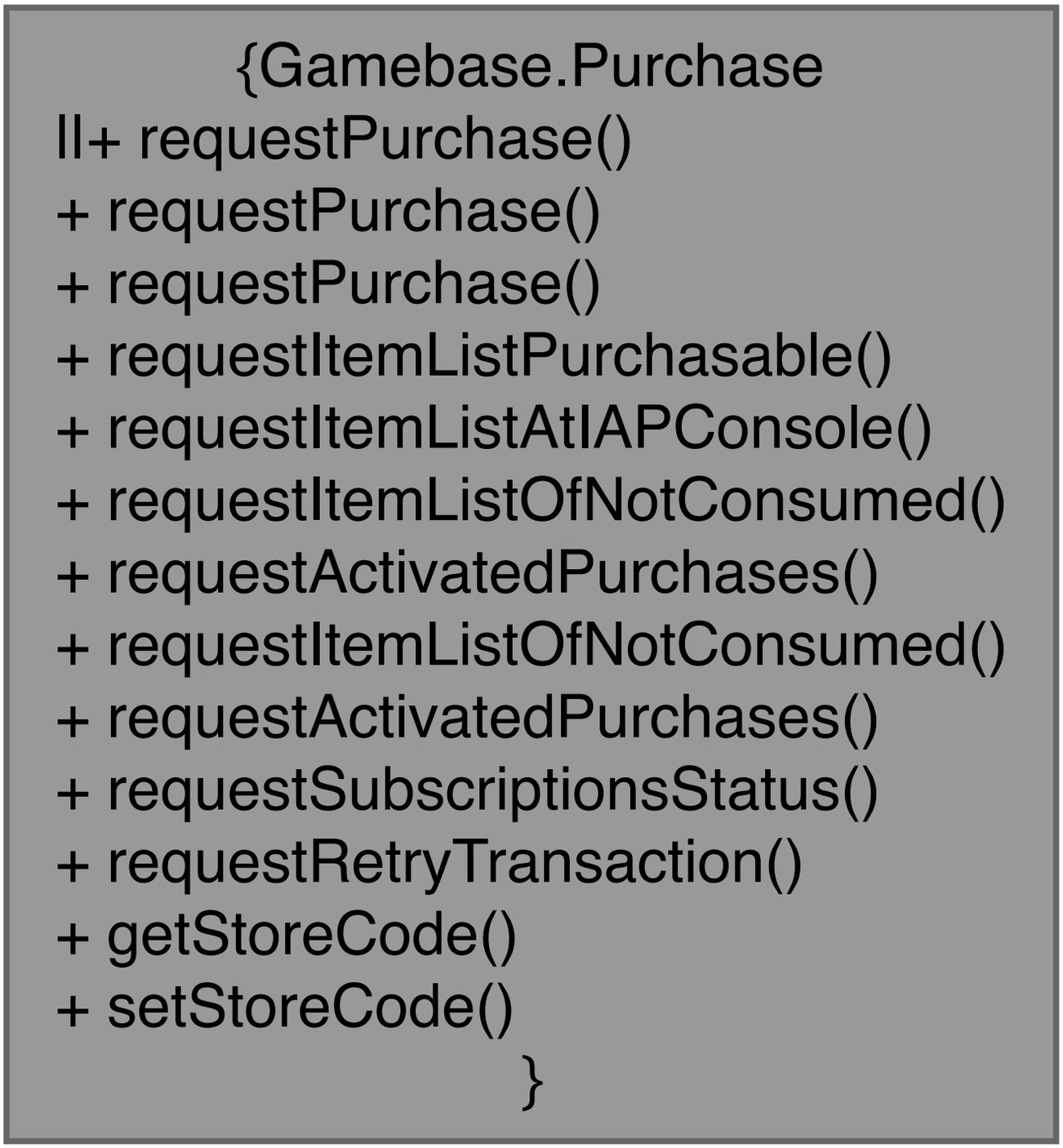

{Gamebase.Purchase
ll+ requestPurchase()
+ requestPurchase()
+ requestPurchase()
+ requestItemListPurchasable()
+ requestItemListAtIAPConsole()
+ requestItemListOfNotConsumed()
+ requestActivatedPurchases()
+ requestItemListOfNotConsumed()
+ requestActivatedPurchases()
+ requestSubscriptionsStatus()
+ requestRetryTransaction()
+ getStoreCode()
+ setStoreCode()
}