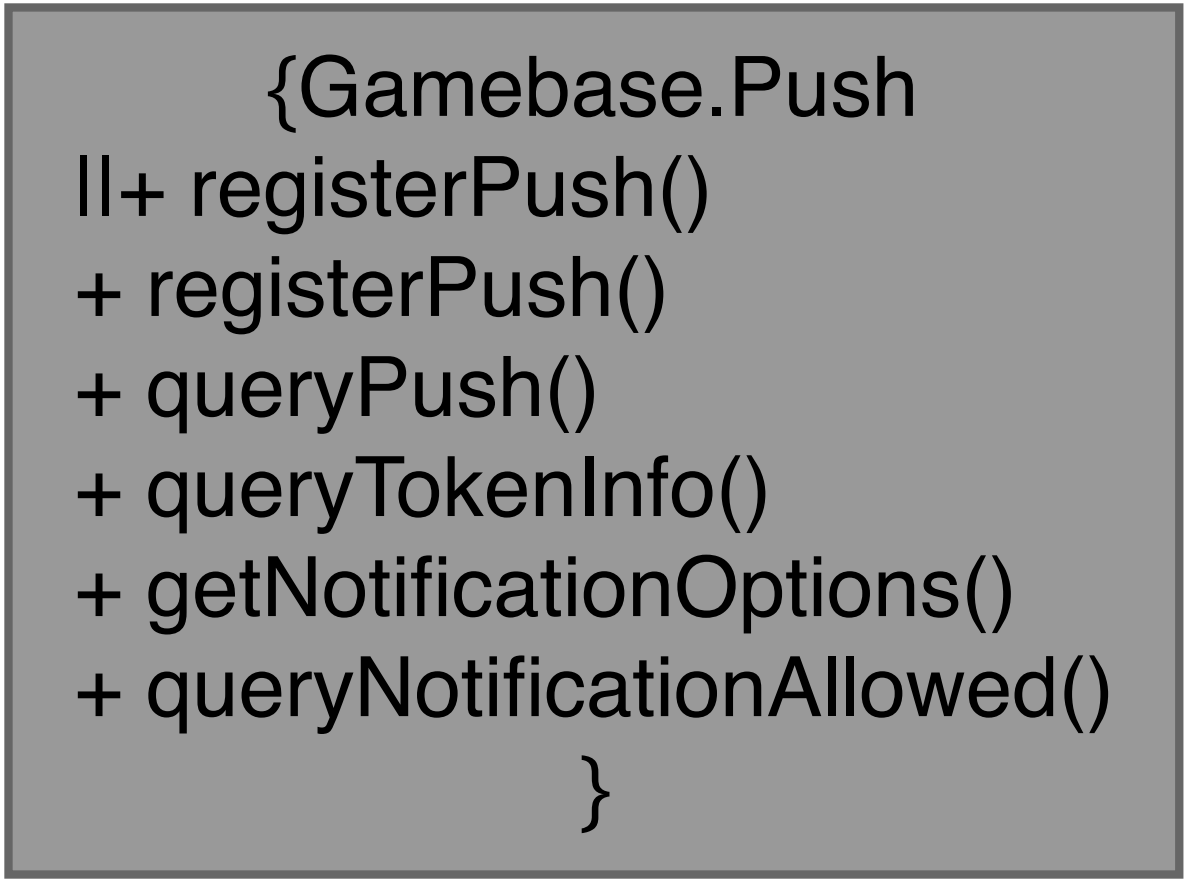

{Gamebase.Push
ll+ registerPush()
+ registerPush()
+ queryPush()
+ queryTokenInfo()
+ getNotificationOptions()
+ queryNotificationAllowed()
}