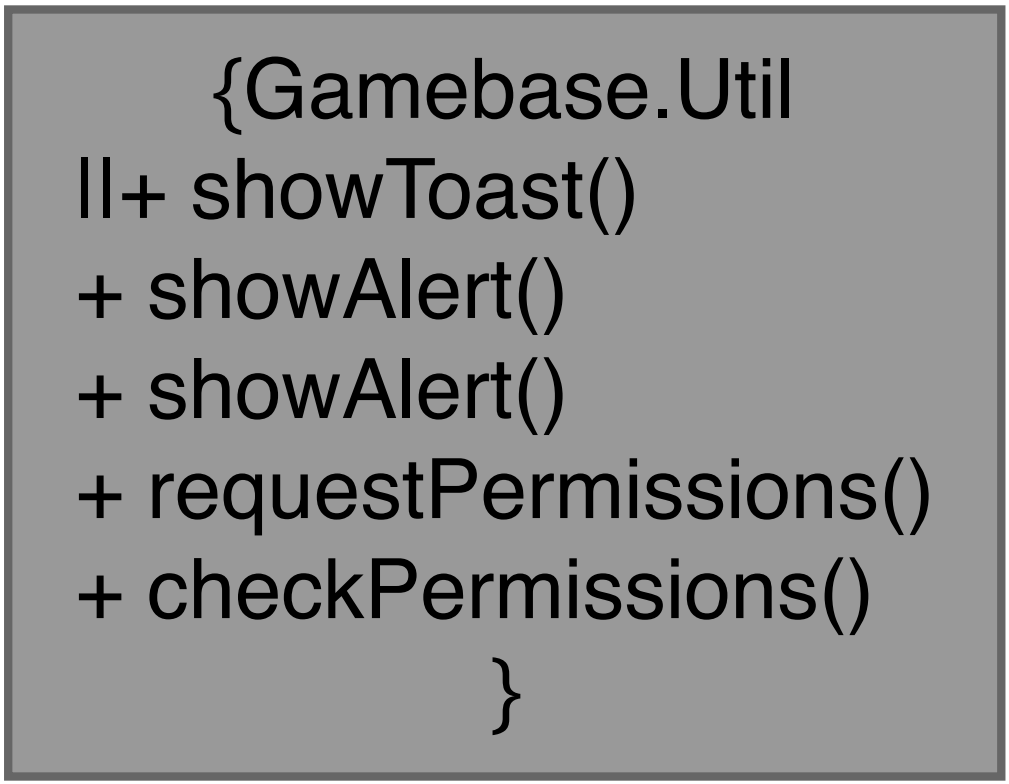

{Gamebase.Util
ll+ showToast()
+ showAlert()
+ showAlert()
+ requestPermissions()
+ checkPermissions()
}