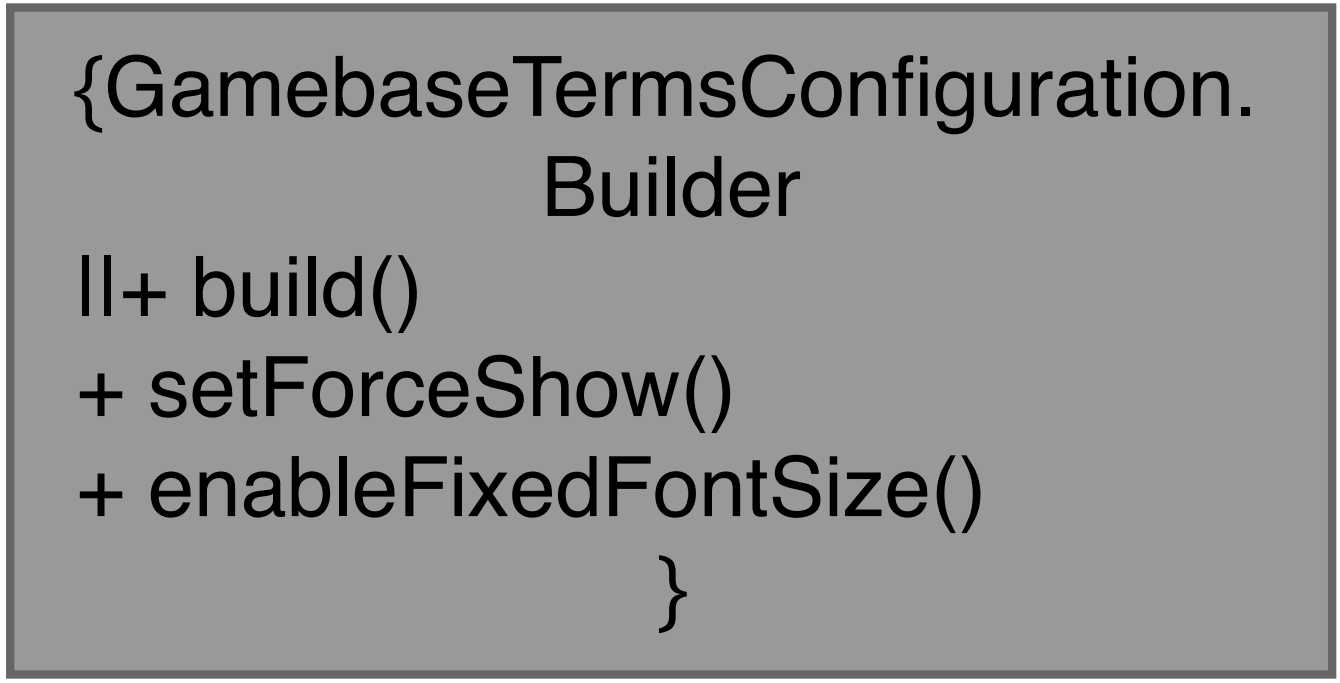

{GamebaseTermsConfiguration.
Builder
ll+ build()
+ setForceShow()
+ enableFixedFontSize()
}