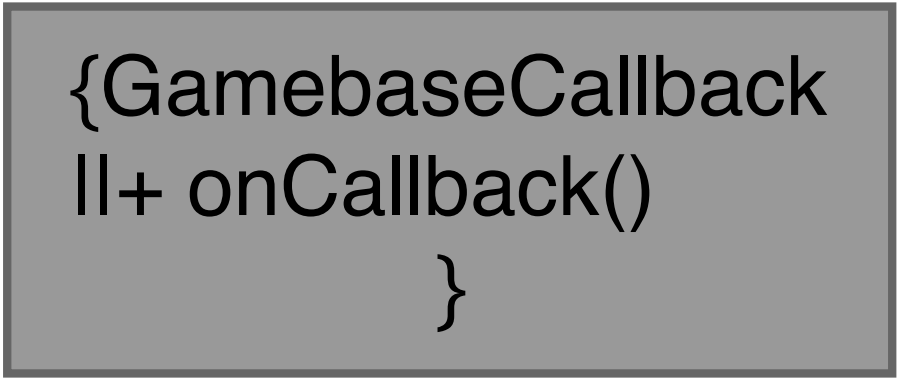

{GamebaseCallback
ll+ onCallback()
}