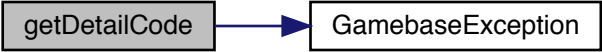


getDetailCode



```
graph LR; A[getDetailCode] --> B[GamebaseException]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'getDetailCode'. The right box is white with a black border and contains the text 'GamebaseException'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

GamebaseException