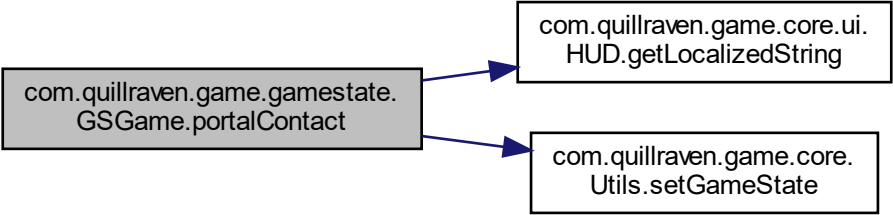


com.quillraven.game.gamestate.
GSGame.portalContact



```
graph LR; A[com.quillraven.game.gamestate.  
GSGame.portalContact] --> B[com.quillraven.game.core.ui.  
HUD.getLocalizedString]; A --> C[com.quillraven.game.core.  
Utils.setGameState];
```

com.quillraven.game.core.ui.
HUD.getLocalizedString

com.quillraven.game.core.
Utils.setGameState