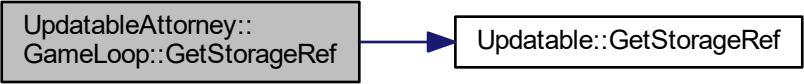


UpdatableAttorney::
GameLoop::GetStorageRef



```
graph LR; A["UpdatableAttorney::  
GameLoop::GetStorageRef"] --> B["Updatable::GetStorageRef"]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'UpdatableAttorney::' on the first line and 'GameLoop::GetStorageRef' on the second line. The right box is white with a black border and contains the text 'Updatable::GetStorageRef'. A solid blue arrow points from the right side of the gray box to the left side of the white box.

Updatable::GetStorageRef