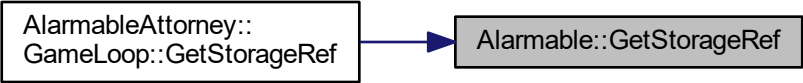


AlarmableAttorney::
GameLoop::GetStorageRef



```
graph LR; A["AlarmableAttorney::  
GameLoop::GetStorageRef"] --> B["Alarmable::GetStorageRef"]
```

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

Alarmable::GetStorageRef