


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 shaded gray and contains the text 'AlarmableAttorney::' on the first line and 'GameLoop::GetStorageRef' on the second line. The right box is white 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