

DrawableAttorney::GameLoop
::GetStorageRef



```
graph LR; A[DrawableAttorney::GameLoop::GetStorageRef] --> B[Drawable::GetStorageRef]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'DrawableAttorney::GameLoop' on the top line and '::GetStorageRef' on the bottom line. The right box is white with a black border and contains the text 'Drawable::GetStorageRef'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

Drawable::GetStorageRef