

messages::StaticGameData::clear_buildable



```
graph LR; A[messages::StaticGameData::clear_buildable] --> B[google::protobuf::RepeatedField::Clear]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box has a light gray background and a black border, containing the text 'messages::StaticGameData::clear_buildable'. The right box has a white background and a black border, containing the text 'google::protobuf::RepeatedField::Clear'. A dark blue arrow points from the right side of the left box to the left side of the right box.

google::protobuf::RepeatedField::Clear