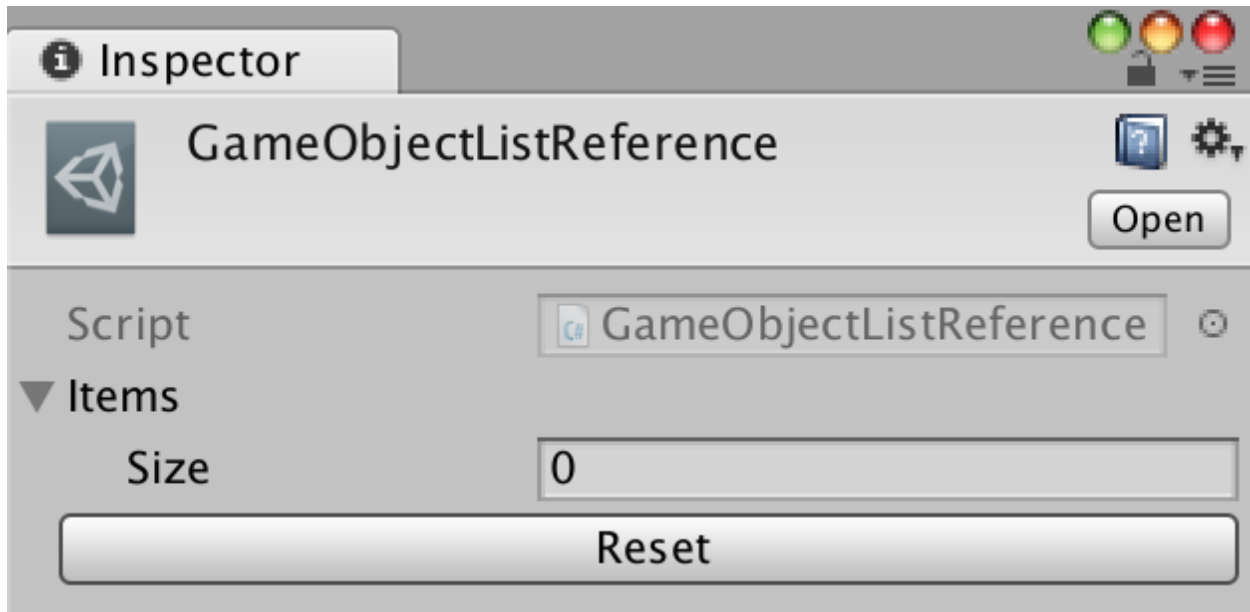


GameObjectList

This ScriptableObject is extended from [List](#).

A `Reset` method is publicly available to clear the `Items` list. This method is also accessible via the inspector.



Event handlers for add, remove and clear events are available on `GameObjectList` objects.

```
private void OnEnable()
{
    list.AddEvent += OnAddEvent;
    list.ClearEvent += OnClearEvent;
    list.RemoveEvent += OnRemoveEvent;
}
```

When adding a handler to any event, make sure and remove it when the script it is associated with is disabled.

```
private void OnDisable()
{
    list.AddEvent -= OnAddEvent;
    list.ClearEvent -= OnClearEvent;
    list.RemoveEvent -= OnRemoveEvent;
}
```