List

The ListReference ScriptableObject class is an abstract class used to create ScriptableObjects with lists of items of a specific type. The GameObjectList is an example of this.

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

The following example creates a ScriptableObject with a list of Strings.

```
public class StringListReference : CandyCoded.ListReference<String>
{

}
```