## ${\bf Ranged Slider Drawer}$

Creates a stepable range selector in the inspector panel on a RangedFloat.

## Min/Max Properties Set

```
[SerializeField]
[RangedSlider(0, 1)]
private RangedFloat volume;
```

## Min/Max/Step Properties Set

```
[SerializeField]
[RangedStepSlider(0, 1, 0.1f)]
private RangedFloat volume;
```