

## GameObject

Each ScriptableObject has a `value` and a `defaultValue`. The `value` can be modified via script, the `defaultValue` can not.

A `Reset` method is publicly available to reset the `value` to equal the `defaultValue`. This method is also accessible via the inspector.

Event handlers for update and reset events are available to each ScriptableObject with `value` and `defaultValue` properties.

```
private void OnEnable()
{
    gameObjectReference.UpdateEvent += OnScriptableObjectUpdate;
    gameObjectReference.ResetEvent += OnScriptableObjectReset;
}
```

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

```
private void OnDisable()
{
    gameObjectReference.UpdateEvent -= OnScriptableObjectUpdate;
    gameObjectReference.ResetEvent -= OnScriptableObjectReset;
}
```