

Quickstart

Simply define a new class that derives from *IUnifiedContainer<T>* (where *T* is your interface) and decorate it with the *[System.Serializable]* attribute.

Abstracting Container Collections

You can similarly abstract a List of container derived types behind an *IList<TInterface>* property by using the included *IUnifiedContainers* object, which is constructed given a delegate that returns the backing *List<TContainer>* field of the class. To implement a setter, use the included *ToContainerList* extension method as shown.

```
using UnityEngine;
```


