

ScriptableObject



```
classDiagram
    class ScriptableObject
    class Anima2DNode["Anima2D.Node"]
    Anima2DNode --|> ScriptableObject
```

The diagram illustrates a class hierarchy. At the top is a white rectangular box with a thin gray border containing the text "ScriptableObject". Below it is a gray rectangular box with a thick black border containing the text "Anima2D.Node". A solid blue arrow points vertically from the top center of the "Anima2D.Node" box to the bottom center of the "ScriptableObject" box, indicating that "Anima2D.Node" inherits from "ScriptableObject".

Anima2D.Node