

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>
{
}

```