

# VariableReference.Documentation

Improvement of the ScriptableObjectVariable system from Ryan Hipple.

<https://github.com/roboryantron/Unite2017>

This allow you to use MonoBehaviourVariable as well, and provide Text and TextMeshPro component to display MonoBehaviourVariable and ScriptableObjectVariable in UI.

There is also a VariableReference creator to easily generate Reference, SOVariable and MonoVariable code for custom serializable class.