

Idea: Custom Global Object for use in Liquid

It would be nice to have a custom global object available in Liquid. This could be set automatically on page creation by the system looking inside a `_System` subfolder called "globals" for json files. Each json string inside that folder will be added to the custom namespace.

For example, if the official namespace for custom globals was `{{custom}}`, a file called `companyProfile.json` with a json string inside it would be added to the namespace as `{{custom.companyProfile}}` with its contents accessible from there.

The closest thing we have right now is `includes`, which still must be added to each module layout you want to use them on. This is fine for module-specific needs, but cumbersome and clumsy for site-wide needs.

Benefits:

- data which should be accessible on any page can be accessed without having to create a collection on every module layout
- Save time
- Reduce repetition (and therefore coding errors)
- Help reduce liquid markup clutter in our html.
- custom global variables can help drive the logic for local filters and operations

It would also be pretty powerful if collections could be processed inside those global json files. Then we could create our own powerful object to drive our sites.