Objects To Pool

Descripción

Files: Generated common feature

Path: "cgf/Systems/Common Features"

Description

Manages objects configured for pooling.

Reference

- **Objects To Pool** – Manages objects configured for pooling.
  - **Amount** – Total amount of instances.
  - **Dynamic** – Allows to exceed the total amount of instances if needed.
  - **Object To Pool** – Cached GameObject reference used by this component.

Use

Use this page as the shared reference for every shader or system page that links to this common feature.
Configure the nested options listed in Reference from the page where the feature appears.