Object Pooling Extension Behavior

Descripción

Files: CGFObjectPoolingExtensionBehavior.cs

Path: "CGF/Systems/ObjectTransform"

Description

Behavior that encapuslates information to add items to the object pool manager.

Reference

- **Objects To Pool** – Internal value containing the objects To Pool entries used by this component. See Common Features / Objects To Pool.

Use

Add this component to the GameObject that should own the behavior.
Configure the inspector fields listed in Reference and assign the required scene or asset references before entering Play Mode.