

Object Pooling Manager

Descripción

Files: [CGFObjectPoolingManager.cs](#)

Path: "CGF/Systems/ObjectTransform"

Description

Manager that allows to the associated gameobject manages the object pooling.

Reference

- **Instantiate On Awake** – Instance all objects on Awake.
- **Objects To Pool** – Inspector setting containing the objects to pool entries processed 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.