Overview Prefab Manager

Introduction

Thanks for downloading this package stay tuned this is just the beginning or you may call it proof of concept more features are in the queue.

After spending some years in Game Industry, I realize managing prefabs and make them pool is a major and necessary module of each game.

As, instantiating and destroying calls are really expensive at runtime. So, due to this, it is better to pool instantiated objects and recycle them after use, for future.

Purpose

In Unity projects, programmers have to instantiate and destroy various GameObjects at runtime like enemies, particles, powerups, health boxes etc. So, it is better to pool them and recycle them.

Unity Asset Store Link

https://www.assetstore.unity3d.com/#!/content/96299

GitHub Link

https://github.com/mohsinkhan26/PrefabManager

BitBucket Link

https://bitbucket.org/unbounded-eagle/prefab_manager

Blog Link

https://cslearners.blogspot.com/2017/07/unity3d-prefab-manager.html

Features

- Easily pool GameObjects in your game
- Promotes the use of pooling concept
- Auto scale your pool
- Prefab manager to spawn and recycle
- Improve the performance of your game
- Place prefabs anywhere in Assets/ and just place a reference in PrefabManager
- Maintains hierarchy under PrefabManager
- Select when you want to create your pool on Awake, Start or Manually

- Still you can update the data of the newly spawned objects
- Easy to use, Plug n play
- Open Source code without any DLL

Setup

- Import plugin
- Add enum against your prefab in PrefabType.cs
- Add respective prefab reference in PrefabManager.prefab
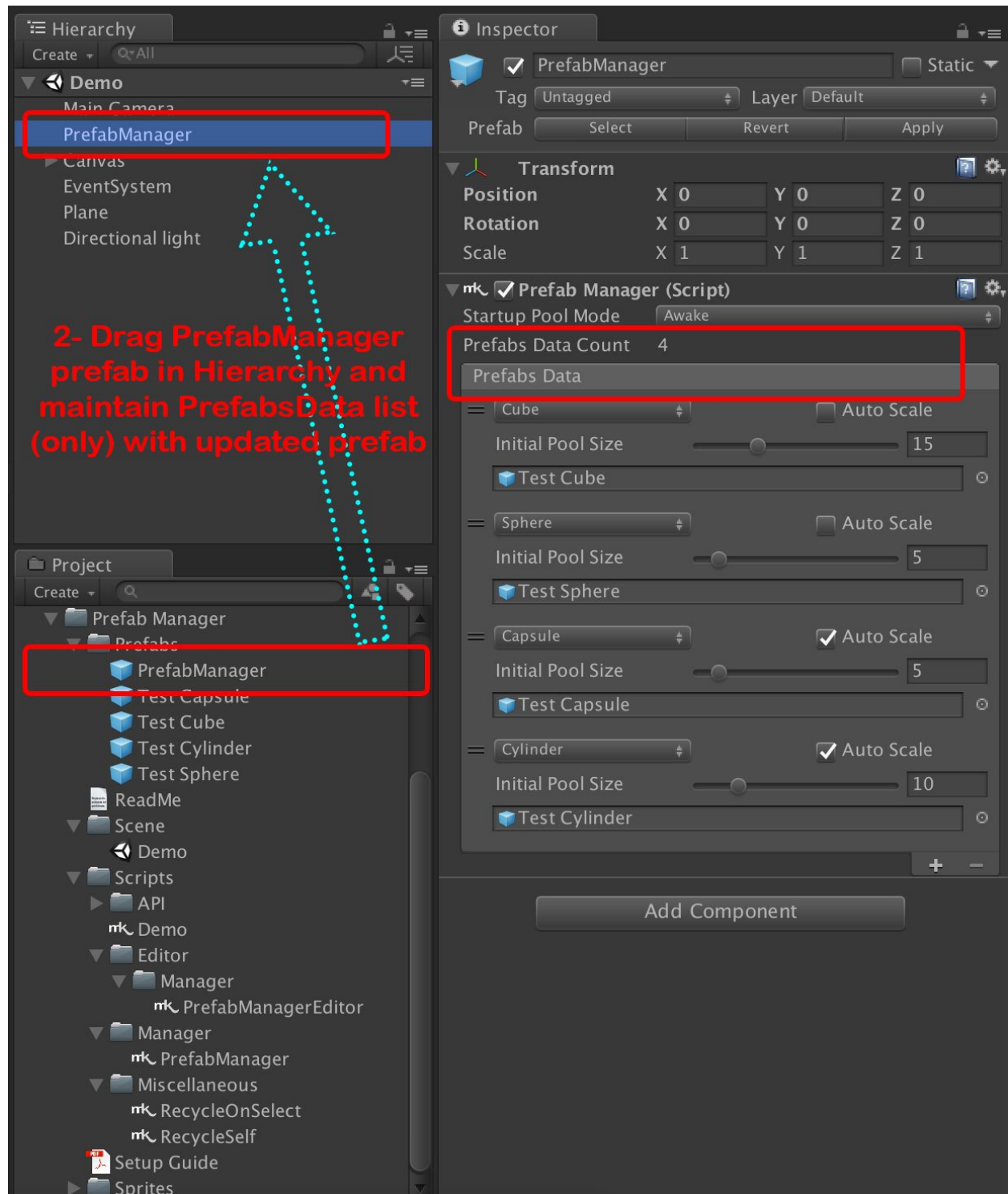- Now, just drag PrefabManager.prefab to hierarchy view and call its public functions

Inspector

☑ PrefabManager ☐ Static ▾

Tag | Untagged ▾ | Layer | Default ▾

Prefab | Select | Revert | Apply

▾ **Transform**

Position | X 0 | Y 0 | Z 0
Rotation | X 0 | Y 0 | Z 0
Scale | X 1 | Y 1 | Z 1

▾ ☑ **Prefab Manager (Script)**

Startup Pool Mode
Prefabs Data Count

| ✓ **Awake** |
| Start |
| Call Manually |

Prefabs Data

Cube ▾ | ☐ Auto Scale
Initial Pool Size ———○——— 3
🔷 Test Cube ⊙

Sphere ▾ | ☐ Auto Scale
Initial Pool Size ——○———— 5
🔷 Test Sphere ⊙

Capsule ▾ | ☑ Auto Scale
Initial Pool Size —○————— 2
🔷 Test Capsule ⊙

Cylinder ▾ | ☑ Auto Scale
Initial Pool Size ——○———— 4
🔷 Test Cylinder ⊙

+ −

Add Component

3- Select when you want to create your startup pool set in data as initial pool size

PrefabManager spawns and recycle GameObjects with proper hierarchy and structure according to data at runtime

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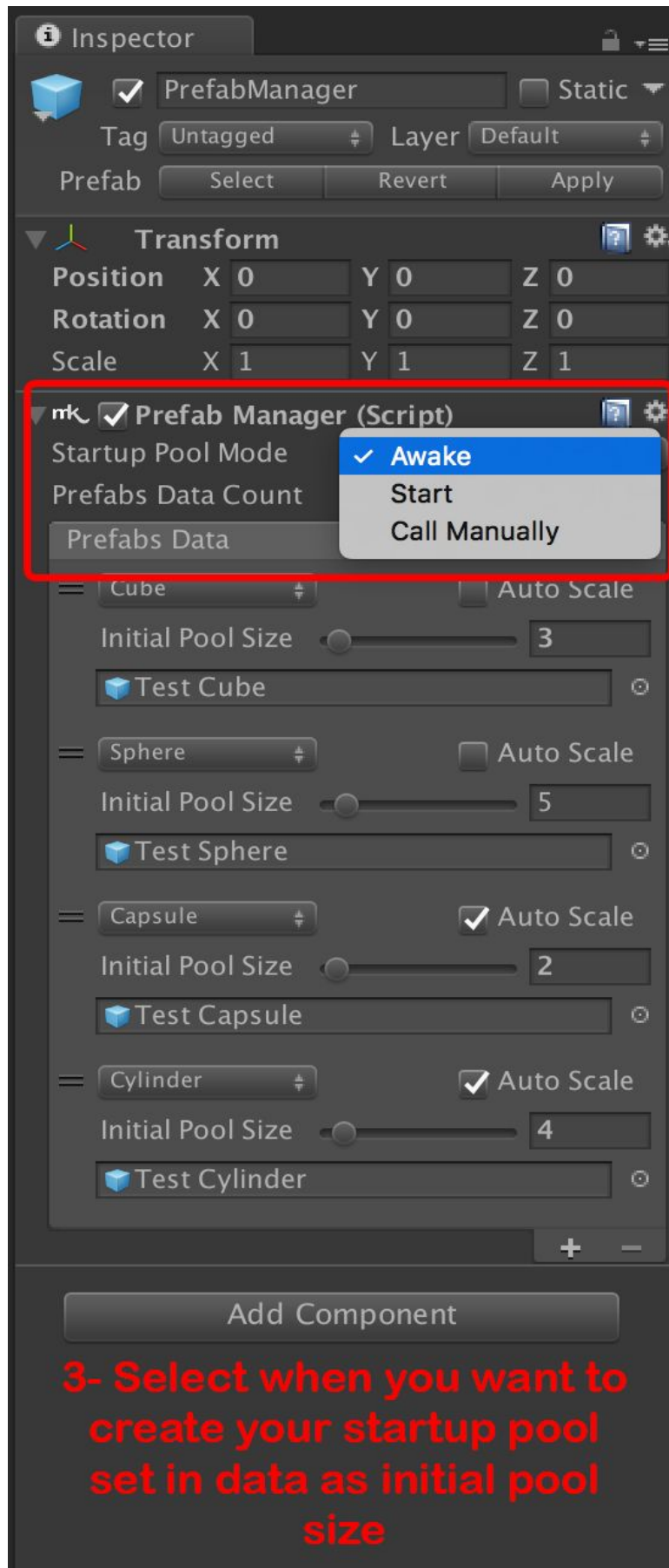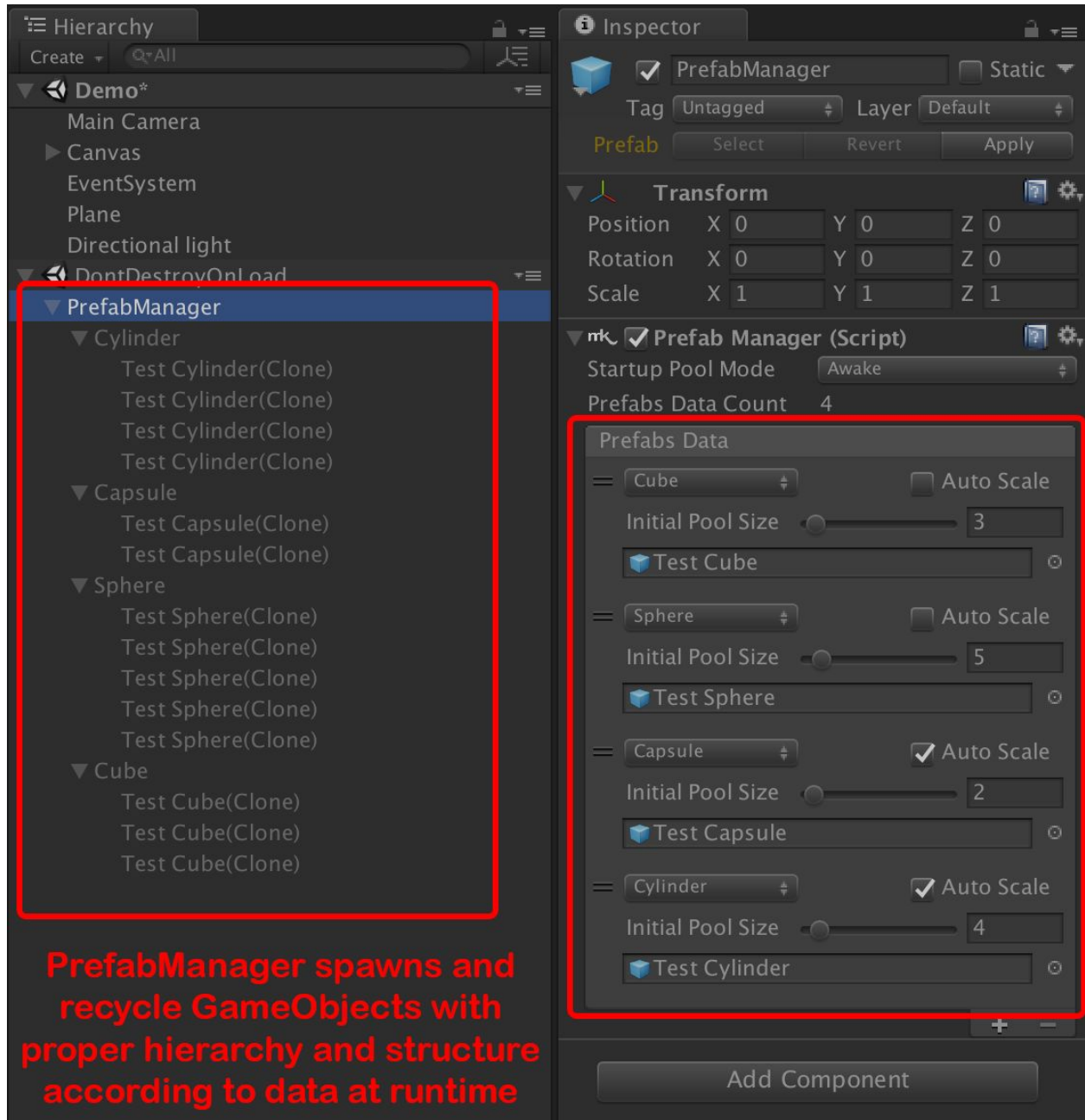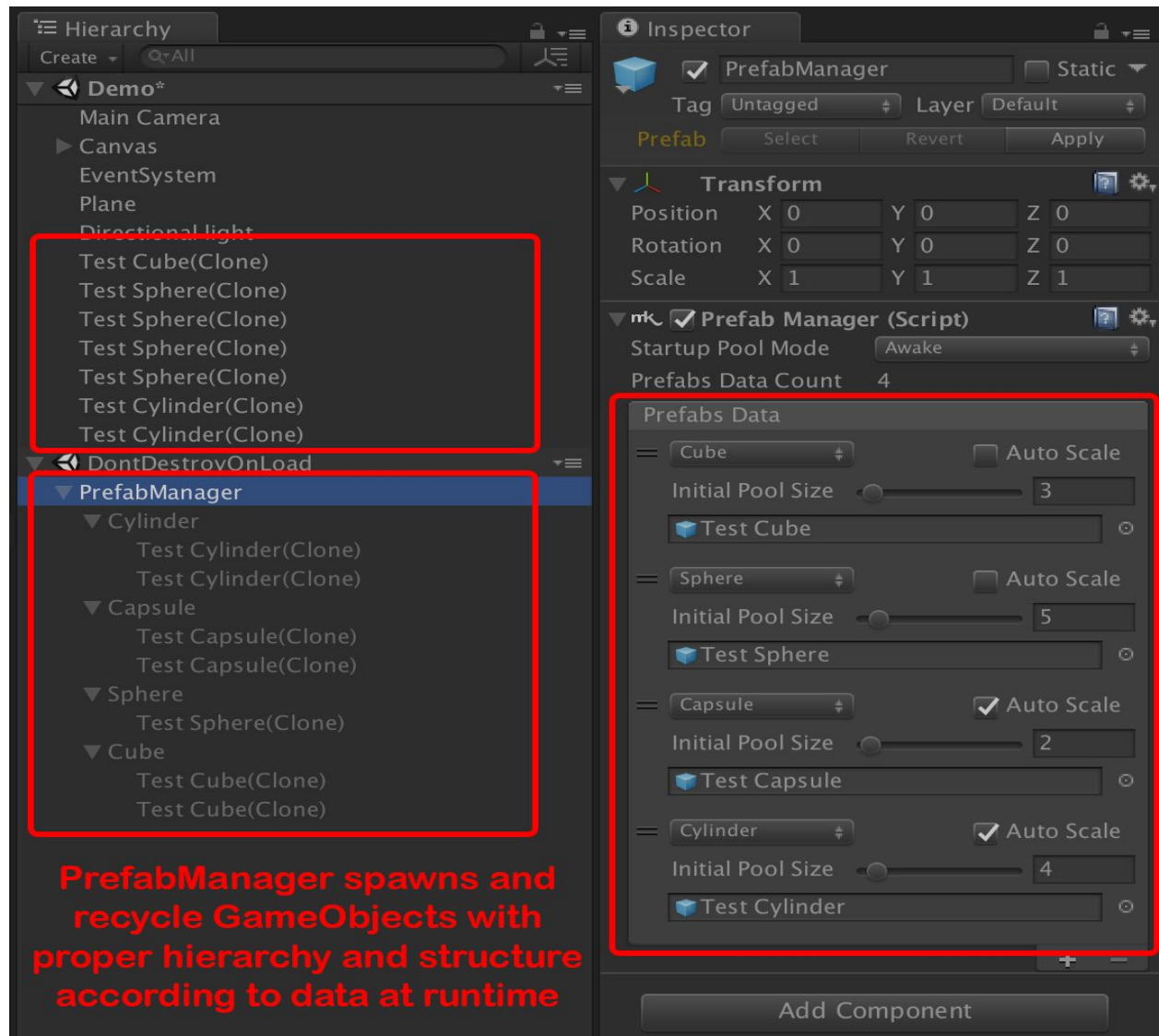
Remember

- Drag PrefabManager.prefab in the first scene and it will persist

Special Thanks

- All the users who provide feedback and suggestions to improve
- All the users who gave reviews on Asset store

Thanks for your support!