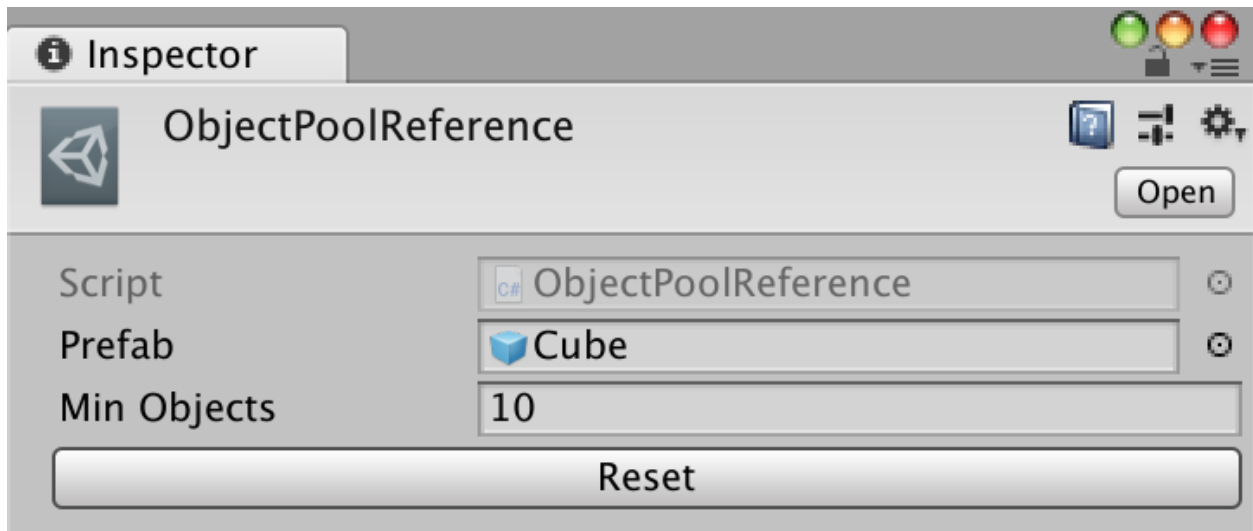


## ObjectPool

The ObjectPool ScriptableObject is used to quickly Instantiate and Destroy hundreds of GameObjects without running into performance issues due to garbage collection.

Start by creating a new ObjectPoolReference ScriptableObject from **Assets > Create > CandyCoded > ObjectPoolReference**.

Drag the prefab you are going to Instantiate into the newly created ObjectPoolReference and specify the number of GameObjects to Instantiate on start.



In a script create a public or private, serialized field for the ObjectPoolReference.

```
public CandyCoded.ObjectPoolReference objectPoolRef;
```

Then populate the object pool on either Awake or Start.

```
private void Awake()
{
    objectPoolRef.PopulatePool();
}
```

Then create an action that spawns your prefabs. In this case, a prefab gets spawned every frame a key is down.

```
private void Update()
{
    if (Input.anyKey)
    {
        objectPoolRef.Spawn(Vector3.zero, Quaternion.identity);
    }
}
```