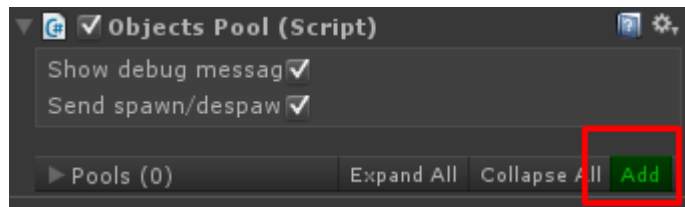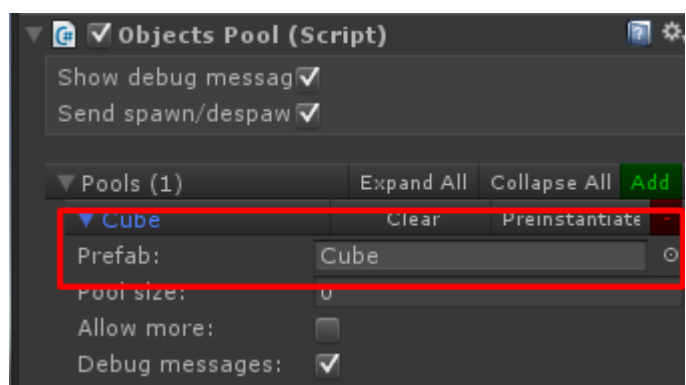# Quick Pool

1. *Create empty GameObject and add to it ObjectsPool.cs*

2. *Add new pool*

3. *Drop your prefab into prefab field*

4. *Adjust pool size*

5. *Check "Allow more" if you want pool to grow*

6. *Spawn and despawn object from code*

```
ObjectsPool.Spawn(prefab, Vector3.zero, Quaternion.identity);
ObjectsPool.Spawn("prefab", Vector3.zero, Quaternion.identity);

ObjectsPool.Despawn(obj);
```