

# Change Log

## Version 1.0.3

Removed OnDespawn message when caching objects.

## Version 1.0.2

Fixed ambiguous Spawn and Despawn calls when passing GameObjects.

## Version 1.0.1

Added support for delayed despawning e.g. Destroy(obj, delay) -> Lean.Pool.Despawn(obj, delay)

Added the 'Simple Delayed Pooling' demo scene.

Added the LeanClassPool class, for normal class pooling.

## Version 1.0.0

Initial Release.