

Introduction

Thank you for downloading Pure Pool, the professional and extensive object pooling solution for Unity.

Please consult the [online documentation](#) for the most up-to-date instructions and tutorials.

What Is Object Pooling?

Object pooling is a design pattern that keeps initialised objects in a "pool" until they are needed, rather than creating them on demand. When they are finished with, they are placed back in the pool for re-use, instead of destroying them.

Why Use Object Pooling?

Object pooling is a simple and effective optimisation, that is especially useful in game programming and other high performance situations.

The main purpose of object pooling is to remove the constant instantiation and destruction of objects during the lifetime of the game. Instantiation has an up-front cost of allocating memory and initialising scripts. Destruction has an indirect cost due to the Garbage Collector (GC).

The Garbage Collector is responsible for cleaning up managed memory in a .NET application. Periodically it will scan all objects that are allocated, and will check if they are still referenced from anywhere in your code. If the object is not referenced, it can be safely deleted by the GC.

When the GC runs, your game will pause for a short period of time, usually no more than a few milliseconds. However, the more you destroy objects in Unity, the more objects there will be for the GC to scan and delete, and the more times the GC will run.

Additionally, with many objects being deleted, fragmentation of the heap (managed memory allocated to your application) can occur, and the GC will have to move objects around to help free up larger chunks of memory. This is yet more time that your game will be paused while the GC performs its work.

Instead of instantiating and destroying objects in your game, you should recycle and re-use them through object pooling. This keeps the number and duration of garbage collections to a minimum, and **ensures a smooth and responsive game**.

See Also

Other Resources

[Object Pool - Game Programming Patterns / Optimization Patterns](#)

[Installation](#)

Installation

Before you begin pooling, you will need to follow the steps below to ensure the libraries are installed correctly.

Installing Pure Pool

- If you wish to use object pooling from a language other than C#, you should ensure you place the files listed below inside the Plugins folder.
- Ensure the file **Umbrace.Unity.PurePool.dll** is placed within your Assets folder.
- Ensure the documentation file **Umbrace.Unity.PurePool.xml** is placed next to the file above.
- Ensure the editor file **Umbrace.Unity.PurePool.Editor.dll** is placed within your Assets folder, inside an Editor folder.
- Ensure the documentation file **Umbrace.Unity.PurePool.Editor.xml** is placed next to the file above.

Installing PlayMaker support

A PlayMaker integration library is supplied to help you get started with object pooling from within your PlayMaker FSMs. If you do not own PlayMaker or do not wish to use the integration library, you can delete the file **PlayMaker Integration Library.unitypackage**.

- Import the integration package **PlayMaker Integration Library.unitypackage** to your project. Ensure the file **Umbrace.Unity.PurePool.PlayMaker.dll** is placed within your Assets folder. You should only place it inside the Plugins folder if PlayMaker is installed in the Plugins folder.

Installing UNet support

A Unity Networking (UNet) integration library is supplied to help you use object pooling in your networked game. If you do not wish to use the integration library, you can delete the file **UNet Integration Library.unitypackage**.

- Import the integration package **UNet Integration Library.unitypackage** to your project.
- If you wish to use UNet object pooling from a language other than C#, you should ensure you move the imported files inside the Plugins folder.

Installing Photon support

Integration scripts are supplied for both Photon Unity Networking and Photon Unity Networking 2, to help you use object pooling in your networked game. If you do not own PUN or PUN2, or do not wish to use the integration script, you can delete the files **Photon Integration Library V1.unitypackage** and/or **Photon Integration Library V2.unitypackage**.

- Import the integration package **Photon Integration Library V1.unitypackage** or **Photon Integration Library V2** to your project. Ensure the files **PrefabPool.cs** and **PunPoolingSetup.cs** are placed within your Assets folder. You should only place them inside the Plugins folder if PUN is installed in the Plugins folder.

[See Also](#)

[Other Resources](#)

[Getting Started](#)

Getting Started

Getting started with Pure Pool is incredibly simple. Pick one of the first three managers below, and add it to a GameObject in your scene!

Managers

Rather than deal with individual object pools, it's much easier to work with a manager. A manager is a collection of pools, and can automatically create pools when one doesn't exist. Three different types of manager are included, along with three static classes to help access them:

GameObjectPoolManager

This manager can be placed in your scene, and manages a collection of GameObjectPool pools. This is the most commonly-used manager, and is a simple solution for replacing Instantiate and Destroy of game objects. It uses object/prefab references, in the same way that Object.Instantiate does.

NamedGameObjectPoolManager

This manager can be placed in your scene and requires a GameObjectPoolManager to also be present. It provides access to the collection of GameObjectPool pools using **string names**, rather than object/prefab references.

ComponentPoolManager

This manager can be placed in your scene, and manages a collection of ComponentPool pools. ComponentPools are harder to use without problems, and should only be used when you're sure you know what you're doing. Stick to GameObjectPoolManager until then.

StaticPoolManager

This manager cannot be placed in your scene! It requires a GameObjectPoolManager to be present in your scene, and will automatically create one if it cannot be found.

This is a static class that makes it easier to interact with the manager, without having to find the manager in the scene.

StaticNamedPoolManager

This manager cannot be placed in your scene! It requires a NamedGameObjectPoolManager to be present in your scene, and will automatically create one if it cannot be found.

This is a static class that makes it easier to interact with the manager, without having to find the manager in the scene.

StaticComponentPoolManager

This manager cannot be placed in your scene! It requires a ComponentPoolManager to be present in your scene, and will automatically create one if it cannot be found.

This is a static class that makes it easier to interact with the manager, without having to find the manager in the scene.

See Also

[Other Resources](#)

[The Basics](#)

The Basics

How to access the manager, and replace your existing calls to `Object.Instantiate` and `Object.Destroy` with pool-friendly versions.

Accessing The Manager

Accessing the Manager in your scene can be done in any of the usual Unity ways. The example below shows how you can assign the `PoolManager` field in the Unity inspector, or leave it blank to have it automatically located when the script's `Awake` method is executed.

C#

```
public class ExampleScript : MonoBehaviour {

    public GameObjectPoolManager PoolManager;

    private void Awake() {
        // Find the manager if one hasn't been specified.
        if (this.PoolManager == null) {
            this.PoolManager =
Object.FindObjectOfType<GameObjectPoolManager>();
        }
    }

}
```

You can also access the Manager statically, either using the `Instance` property, or using one of the provided Static scripts (`StaticPoolManager`, `StaticNamedPoolManager`, `StaticComponentPoolManager`). The Static scripts and `Instance` property will automatically find the Manager in the scene, and cache it for future use.

C#

```
public class ExampleScript : MonoBehaviour {

    public GameObject AsteroidPrefab;

    private void Start() {
        // Access the manager statically, and create a new pool.
        GameObjectPoolManager.Instance.CreatePool(new GameObjectPoolSettings
{
    Source = this.AsteroidPrefab,
    InitialSize = 85,
    MaximumSize = 100,
    InitialiseOnStart = true,
    LogMessages = LogLevel.Information,
    DontDestroyOnLoad = false
});

        // Acquire an instance statically. This is a shortcut for
        GameObjectPoolManager.Instance.Acquire.
        StaticPoolManager.Acquire(this.AsteroidPrefab);
    }

}
```

```
}
```

Replacing Instantiate

Your original calls to Object.Instantiate can be replaced with calls to the Manager's Acquire methods, as shown in the example below.

C#

```
public class ExampleScript : MonoBehaviour {

    public GameObject ExplosionPrefab;
    public GameObjectPoolManager PoolManager;

    private void Awake() {
        // Find the manager if one hasn't been specified.
        if (this.PoolManager == null) {
            this.PoolManager =
Object.FindObjectOfType<GameObjectPoolManager>();
        }
    }

    private void Start() {
        // Explode in 5 seconds.
        this.StartCoroutine(this.ExplodeLater());
    }

    private IEnumerator ExplodeLater() {
        // Wait for 5 seconds.
        yield return new WaitForSeconds(5);

        // Acquire (pool-based replacement for Instantiate) an explosion.
        this.PoolManager.Acquire(this.ExplosionPrefab,
this.transform.position, this.transform.rotation);

        // The line above would originally have looked like this:
        //Object.Instantiate(this.ExplosionPrefab, this.transform.position,
this.transform.rotation);

        // Or, accessed statically:
        //StaticPoolManager.Acquire(this.ExplosionPrefab,
this.transform.position, this.transform.rotation);
    }
}
```

Replacing Destroy

Your original calls to Object.Destroy can be replaced with calls to the Manager's Release method, as shown in the example below.

C#

```
public class ExampleScript : MonoBehaviour {
```

Pure Pool - Object Pooling by Umbrace

```
public GameObject ExplosionPrefab;
public GameObjectPoolManager PoolManager;

private void Awake() {
    // Find the manager if one hasn't been specified.
    if (this.PoolManager == null) {
        this.PoolManager =
Object.FindObjectOfType<GameObjectPoolManager>();
    }
}

private void Start() {
    // Explode in 5 seconds.
    this.StartCoroutine(this.ExplodeLater());
}

private IEnumerator ExplodeLater() {
    // Wait for 5 seconds.
    yield return new WaitForSeconds(5);

    // Acquire (pool-based replacement for Instantiate) an explosion.
    var explosion = this.PoolManager.Acquire(this.ExplosionPrefab,
this.transform.position, this.transform.rotation);

    // Wait for another 5 seconds.
    yield return new WaitForSeconds(5);

    // Release (pool-based replacement for Destroy) the explosion.
    this.PoolManager.Release(explosion);

    // The two lines above would originally have looked like this:
    //Object.Instantiate(this.ExplosionPrefab, this.transform.position,
this.transform.rotation);
    //Object.Destroy(explosion);

    // Or, accessed statically:
    //StaticPoolManager.Acquire(this.ExplosionPrefab,
this.transform.position, this.transform.rotation);
    //StaticPoolManager.Release(explosion);
}

}
```

Conditional Compilation

Conditional compilation can be used to conditionally include or exclude portions of a source file. In the case of Pure Pool, it can enable or disable specific features. You may wish to disable features that you don't use, especially for your final release builds, to ensure maximum performance.

Symbols

The following list shows the symbols that can be defined when building the solution, and their meaning.

CONTRACTS_FULL

Includes contract pre-condition checking. This helps you to know when you're passing incorrect arguments to a method.

POOL_STATISTICS

Records general operational statistics about the pools at runtime.

LOG_MESSAGING

Includes log messaging in the built assemblies.

These symbols can be defined or undefined to control which features and functionality are present in the build output.

Defined Symbols

Pure Pool is distributed with several binaries, which have each been built with different symbols defined. The table below shows which symbols were defined for each build.

Defined Symbols in Builds

| Solution Configuration | Defined Symbols | Explanation |
|------------------------|--|---|
| Debug | CONTRACTS_FULL; POOL_STATISTICS; LOG_MESSAGING | The Debug configuration defines CONTRACTS_FULL to include full contract pre-condition checking. It also defines POOL_STATISTICS to record general operational statistics about the pools at runtime. It defines LOG_MESSAGING to include log messaging in the built assemblies. This configuration is most suited to testing your game outside of the Unity Editor, in one of the available players. |
| Release | POOL_STATISTICS | The Release configuration defines POOL_STATISTICS to record general operational statistics about the pools at runtime. This configuration is most suited to releasing your game, and building for one of the available players. |

Namespaces

Namespaces

| Namespace | Description |
|--|--|
| Umbrace.Unity.Contracts | |
| Umbrace.Unity.PurePool | This namespace contains the main object pooling components for Unity. |
| Umbrace.Unity.PurePool.PlayMaker | This namespace contains classes to facilitate object pooling from within PlayMaker. |
| Umbrace.Unity.PurePool.UNet | This namespace contains classes to facilitate object pooling support using Unity's UNet networking system. |

Umbrace.Unity.Contracts Namespace

[Missing <summary> documentation for "N:Umbrace.Unity.Contracts"]

Classes

| | Class | Description |
|---|--------------------------|---|
|  | Contract | Contains static methods for representing program contracts such as preconditions. |

Contract Class

Contains static methods for representing program contracts such as preconditions.

Inheritance Hierarchy

[System.Object](#)

Umbrace.Unity.Contracts.Contract

Namespace: [Umbrace.Unity.Contracts](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public static class Contract
```

The **Contract** type exposes the following members.

Methods

| | Name | Description |
|---|--|--|
|   | Requires(Boolean, String) | Specifies a precondition contract for the enclosing method or property. |
|   | Requires(TException)(Boolean, String, String) | Specifies a precondition contract for the enclosing method or property, and throws an exception with the provided message if the condition for the contract fails. |
|   | RequiresMessage(Boolean, Func(String), String) | Specifies a precondition contract for the enclosing method or property, and displays a message if the condition for the contract fails. |
|   | RequiresMessage(Boolean, String, String) | Specifies a precondition contract for the enclosing method or property, and displays a message if the condition for the contract fails. |
|   | RequiresMessage(Boolean, Func(String, String), String, String) | Specifies a precondition contract for the enclosing method or property, and displays a message if the condition for the contract fails. |
|   | RequiresMessage(Boolean, Func(String, String, String), String, String, String) | Specifies a precondition contract for the enclosing method or property, and displays a message if the condition for the contract fails. |
|   | RequiresNotNull(T) | Specifies a non-null precondition contract for the enclosing method or property. |

See Also

[Umbrace.Unity.Contracts Namespace](#)

Contract.Contract Methods

The [Contract](#) type exposes the following members.

Methods

| | Name | Description |
|---|--|--|
|   | Requires(Boolean, String) | Specifies a precondition contract for the enclosing method or property. |
|   | Requires(TException)(Boolean, String, String) | Specifies a precondition contract for the enclosing method or property, and throws an exception with the provided message if the condition for the contract fails. |
|   | RequiresMessage(Boolean, Func(String), String) | Specifies a precondition contract for the enclosing method or property, and displays a message if the condition for the contract fails. |
|   | RequiresMessage(Boolean, String, String) | Specifies a precondition contract for the enclosing method or property, and displays a message if the condition for the contract fails. |
|   | RequiresMessage(Boolean, Func(String, String), String, String) | Specifies a precondition contract for the enclosing method or property, and displays a message if the condition for the contract fails. |
|   | RequiresMessage(Boolean, Func(String, String, String), String, String, String) | Specifies a precondition contract for the enclosing method or property, and displays a message if the condition for the contract fails. |
|   | RequiresNotNull(T) | Specifies a non-null precondition contract for the enclosing method or property. |

See Also

[Contract Class](#)

[Umbrace.Unity.Contracts Namespace](#)

Contract.Requires Method

Overload List

| | Name | Description |
|---|---|--|
|   | Requires(Boolean, String) | Specifies a precondition contract for the enclosing method or property. |
|   | Requires(TException)(Boolean, String, String) | Specifies a precondition contract for the enclosing method or property, and throws an exception with the provided message if the condition for the contract fails. |

See Also

[Contract Class](#)

[Umbrace.Unity.Contracts Namespace](#)

Contract.Requires Method (Boolean, String)

Specifies a precondition contract for the enclosing method or property.

Namespace: [Umbrace.Unity.Contracts](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("CONTRACTS_REQUIRE")]
[ConditionalAttribute("CONTRACTS_FULL")]
public static void Requires(
    bool condition,
    string memberName = null
)
```

Parameters

condition

Type: [System.Boolean](#)

The conditional expression to test.

memberName (Optional)

Type: [System.String](#)

[Missing <param name="memberName"/> documentation for

"M:Umbrace.Unity.Contracts.Contract.Requires(System.Boolean,System.String)"]

See Also

[Contract Class](#)

[Requires Overload](#)

[Umbrace.Unity.Contracts Namespace](#)

Contract.Requires(*TException*) Method (Boolean, String, String)

Specifies a precondition contract for the enclosing method or property, and throws an exception with the provided message if the condition for the contract fails.

Namespace: [Umbrace.Unity.Contracts](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("CONTRACTS_REQUIRE_E")]
[ConditionalAttribute("CONTRACTS_FULL")]
public static void Requires<TException>(
    bool condition,
    string message,
    string memberName = null
)
where TException : new(), Exception
```

Parameters

condition

Type: [System.Boolean](#)

The conditional expression to test.

message

Type: [System.String](#)

The message to display if the condition is `false` (`False` in Visual Basic).

memberName (Optional)

Type: [System.String](#)

Type Parameters

TException

The exception to throw if the condition is `false` (`False` in Visual Basic).

See Also

[Contract Class](#)

[Requires Overload](#)

[Umbrace.Unity.Contracts Namespace](#)

Contract.RequiresMessage Method

Overload List

| | Name | Description |
|---|--|---|
|   | RequiresMessage(Boolean, Func(String), String) | Specifies a precondition contract for the enclosing method or property, and displays a message if the condition for the contract fails. |
|   | RequiresMessage(Boolean, String, String) | Specifies a precondition contract for the enclosing method or property, and displays a message if the condition for the contract fails. |
|   | RequiresMessage(Boolean, Func(String, String), String, String) | Specifies a precondition contract for the enclosing method or property, and displays a message if the condition for the contract fails. |
|   | RequiresMessage(Boolean, Func(String, String, String), String, String, String) | Specifies a precondition contract for the enclosing method or property, and displays a message if the condition for the contract fails. |

See Also

[Contract Class](#)

[Umbrace.Unity.Contracts Namespace](#)

Contract.RequiresMessage Method (Boolean, Func<String>, String)

Specifies a precondition contract for the enclosing method or property, and displays a message if the condition for the contract fails.

Namespace: [Umbrace.Unity.Contracts](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("CONTRACTS_REQUIRE")]
[ConditionalAttribute("CONTRACTS_FULL")]
public static void RequiresMessage(
    bool condition,
    Func<string> messageBuilder,
    string memberName = null
)
```

Parameters

condition

Type: [System.Boolean](#)

The conditional expression to test.

messageBuilder

Type: [System.Func<String>](#)

A function that returns the message to display if the condition is `false` (`False` in Visual Basic).

memberName (Optional)

Type: [System.String](#)

Remarks

This method allows string formatting and concatenation to be performed after it is known whether the message will be displayed. This avoids generating unnecessary allocations, and therefore also avoids the associated increase in garbage collector pressure.

See Also

[Contract Class](#)

[RequiresMessage Overload](#)

[Umbrace.Unity.Contracts Namespace](#)

Contract.RequiresMessage Method (Boolean, String, String)

Specifies a precondition contract for the enclosing method or property, and displays a message if the condition for the contract fails.

Namespace: [Umbrace.Unity.Contracts](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("CONTRACTS_REQUIRE")]
[ConditionalAttribute("CONTRACTS_FULL")]
public static void RequiresMessage(
    bool condition,
    string message,
    string memberName = null
)
```

Parameters

condition

Type: [System.Boolean](#)

The conditional expression to test.

message

Type: [System.String](#)

The message to display if the condition is `false` (`False` in Visual Basic).

memberName (Optional)

Type: [System.String](#)

See Also

[Contract Class](#)

[RequiresMessage Overload](#)

[Umbrace.Unity.Contracts Namespace](#)

Contract.RequiresMessage Method (Boolean, Func<String, String>, String, String)

Specifies a precondition contract for the enclosing method or property, and displays a message if the condition for the contract fails.

Namespace: [Umbrace.Unity.Contracts](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("CONTRACTS_REQUIRE")]
[ConditionalAttribute("CONTRACTS_FULL")]
public static void RequiresMessage(
    bool condition,
    Func<string, string> messageBuilder,
    string arg1,
    string memberName = null
)
```

Parameters

condition

Type: [System.Boolean](#)

The conditional expression to test.

messageBuilder

Type: [System.Func<String, String>](#)

A function that returns the message to display if the condition is `false` (`False` in Visual Basic).

arg1

Type: [System.String](#)

The first argument to be passed to *messageBuilder*.

memberName (Optional)

Type: [System.String](#)

Remarks

This method allows string formatting and concatenation to be performed after it is known whether the message will be displayed. This avoids generating unnecessary allocations, and therefore also avoids the associated increase in garbage collector pressure.

See Also

[Contract Class](#)

[RequiresMessage Overload](#)

[Umbrace.Unity.Contracts Namespace](#)

Contract.RequiresMessage Method (Boolean, Func<String, String, String>, String, String, String)

Specifies a precondition contract for the enclosing method or property, and displays a message if the condition for the contract fails.

Namespace: [Umbrace.Unity.Contracts](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("CONTRACTS_REQUIRES")]
[ConditionalAttribute("CONTRACTS_FULL")]
public static void RequiresMessage(
    bool condition,
    Func<string, string, string> messageBuilder,
    string arg1,
    string arg2,
    string memberName = null
)
```

Parameters

condition

Type: [System.Boolean](#)

The conditional expression to test.

messageBuilder

Type: [System.Func<String, String, String>](#)

A function that returns the message to display if the condition is `false` (`False` in Visual Basic).

arg1

Type: [System.String](#)

The first argument to be passed to *messageBuilder*.

arg2

Type: [System.String](#)

The second argument to be passed to *messageBuilder*.

memberName (Optional)

Type: [System.String](#)

Remarks

This method allows string formatting and concatenation to be performed after it is known whether the message will be displayed. This avoids generating unnecessary allocations, and therefore also avoids the associated increase in garbage collector pressure.

See Also

[Contract Class](#)

[RequiresMessage Overload](#)

[Umbrace.Unity.Contracts Namespace](#)

Contract.RequiresNotNull(*T*) Method

Specifies a non-null precondition contract for the enclosing method or property.

Namespace: [Umbrace.Unity.Contracts](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("CONTRACTS_REQUIRE")]
[ConditionalAttribute("CONTRACTS_FULL")]
public static void RequiresNotNull<T>(
    T obj,
    string objectName,
    string memberName = null
)
```

Parameters

obj

Type: *T*

The object to test for null.

objectName

Type: [System.String](#)

The name of the object. Use the `nameof` operator.

memberName (Optional)

Type: [System.String](#)

Type Parameters

T

The type of the object to test.

See Also

[Contract Class](#)

[Umbrace.Unity.Contracts Namespace](#)

Umbrace.Unity.PurePool Namespace

This namespace contains the main object pooling components for Unity.

Classes

| Class | Description |
|---|--|
|  ComponentEvent | Represents an event that has a single Component parameter. |
|  ComponentPool | A MonoBehaviour component that provides pooling of many instances of a particular Component , allowing the components to be recycled and reused. |
|  ComponentPoolManager | Manages a collection of ComponentPool components, simplifying access to the pools and allowing for automatic pool creation. |
|  ComponentPoolManagerSettings | A container class for the settings that a ComponentPoolManager can have. |
|  ComponentPoolSettings | A container class for the settings that a ComponentPool can have. |
|  ComponentTypeCollection | Represents a serialisable collection of component types that can be individually accessed by index. |
|  DebugHelper | A static class that provides logging methods that write to the Unity console. |
|  DestroyedEventArgs | Contains event data about the destruction of an object or component. |
|  GameObjectEvent | Represents an event that has a single GameObject parameter. |
|  GameObjectPool | A MonoBehaviour component that provides pooling of many instances of a single GameObject , allowing the game objects to be recycled and reused. |
|  GameObjectPoolManager | Manages a collection of GameObjectPool components, simplifying access to the pools and allowing for automatic pool creation. |
|  GameObjectPoolManagerSettings | A container class for the settings that a GameObjectPoolManager can have. |
|  GameObjectPoolSettings | A container class for the settings that a GameObjectPool can have. |
|  GenericObjectPool(T) | A generic implementation of an object pool, that allows for recycling and reuse of objects of type <i>T</i> . |
|  NamedGameObjectPoolManager | Provides named access to the pools of a GameObjectPoolManager . |
|  Poolable AudioSource | A component that allows pooling of multiple associated AudioSource components. |

| | |
|---|--|
|  PoolableComponent | A component that will automatically be attached to an instance of a pooled object, to provide notifications when the object is acquired from, or released to, the pool. |
|  PoolableGameObject | A component that will automatically be attached to an instance of a pooled object, to provide notifications when the object is acquired from, or released to, the pool. |
|  PoolableMonoBehaviour | A component that allows pooling of multiple associated MonoBehaviour components. |
|  PoolableObject(T) | A component that will automatically be attached to an instance of a pooled object, to provide notifications when the object is acquired from, or released to, the pool. |
|  PoolableParticleSystem | A component that allows pooling of multiple associated ParticleSystem components. |
|  PoolableRigidbody | A component that allows pooling of multiple associated Rigidbody components. |
|  PoolBase(TSource, TInstance, TSettings) | An abstract MonoBehaviour component that provides shared functionality for the pooling of many instances of a type, allowing the instances to be recycled and reused. |
|  PoolCanAcquireChangedEventArgs | Contains data for object pooling events. |
|  PoolCountChangedEventArgs | Contains data for object pooling events. |
|  PoolEventArgs(TPool) | Contains event data for events involving an IPoolBase . |
|  PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) | An abstract class that provides shared functionality to manage a collection of PoolBase(TSource, TInstance, TSettings) components, simplifying access to the pools and allowing for automatic pool creation. |
|  PoolManagerSettings(TPoolSettings, TSource) | A container class for the settings that a PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) can have. |
|  PoolObjectAcquiredEventArgs(T) | Contains data for object pooling events. |
|  PoolObjectEventArgs(T) | Contains data for object pooling events. |
|  PoolObjectReleasedEventArgs(T) | Contains data for object pooling events. |
|  PoolStatistics | Contains general operational statistics about an object pool. |
|  SerialisableComponentPool | A serialisable object pool for a Component , where the component type is not known at compile time. |
|  SerialisableGameObjectPool | A serialisable object pool for GameObject -type objects. |

| | | |
|---|---|---|
|  | SerializableGenericComponentPool(T) | A generic, serialisable object pool for a Component , where the component type is known at compile time. |
|  | SerializableObjectPool(T) | A serialisable, generic implementation of an object pool, that allows for recycling and reuse of objects of type <i>T</i> . |
|  | SerializableType | A serialisable class that represents a Type . |
|  | SharedPoolSettings(TSource) | A container class for the shared settings that a GameObjectPool and a ComponentPool can have. |
|  | TypeHelper | A static class that provides utility methods for working with Component types. |

Structures

| | Structure | Description |
|---|------------------------------|---|
|  | TimelInstant | Represents a single captured instant in time. |

Interfaces

| | Interface | Description |
|---|--|--|
|  | IComponentPoolSettings | An interface that defines the settings that can be changed on a Component pool. |
|  | IGameObjectPoolSettings | An interface that defines the settings that can be changed on a GameObject pool. |
|  | IObjectPool | Defines an interface for the pooling and recycling of objects. |
|  | IObjectPool(T) | Defines an interface for the pooling and recycling of objects of type <i>T</i> . |
|  | IPoolable | Defines an interface for objects that can be maintained by an object pool. |
|  | IPoolBase | An interface that defines the behaviour and properties of a serialisable object pool. |
|  | ISharedPoolSettings | An interface that defines the shared settings that can be changed on a GameObject pool and a Component pool. |
|  | ISharedPoolSettings(TSource) | An interface that defines the shared settings that can be changed on a GameObject pool and a Component pool. |

Enumerations

| | Enumeration | Description |
|---|-----------------------------------|--|
|  | AcquireNoPoolMode | Specifies the way in which GameObjectPoolManager responds to attempts to acquire an object for which no pool exists. |
|  | LogLevel | Specifies the level of log messaging to output. |

| | |
|--|---|
|  NotificationMode | Specifies the ways in which pooling notifications can be sent to MonoBehaviour components. |
|--|---|

AcquireNoPoolMode Enumeration

Specifies the way in which [GameObjectPoolManager](#) responds to attempts to acquire an object for which no pool exists.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public enum AcquireNoPoolMode
```

Members

| Member name | Value | Description |
|--------------------|-------|--|
| Error | 0 | An exception is thrown and logged in Unity. No object is returned. |
| Instantiate | 1 | A new object is instantiated using Instantiate(Object, Vector3, Quaternion) . When released, the object is destroyed. |
| CreatePool | 2 | A new pool is created using default settings, to contain instances of the object. An instance is returned from the pool. |

See Also

[Umbrace.Unity.PurePool Namespace](#)

ComponentEvent Class

Represents an event that has a single **Component** parameter.

Inheritance Hierarchy

[System.Object](#)

```
UnityEngine.Events.UnityEventBase
UnityEngine.Events.UnityEvent(Component)
Umbrace.Unity.PurePool.ComponentEvent
```

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[SerializableAttribute]
public class ComponentEvent : UnityEvent<Component>
```

The **ComponentEvent** type exposes the following members.

Constructors

| | Name | Description |
|---|--------------------------------|---|
|  | ComponentEvent | Initializes a new instance of the ComponentEvent class |

Methods

| | Name | Description |
|---|--|--|
|  | AddListener(UnityAction<T0>) | (Inherited from UnityEvent<Component> .) |
|  | AddListener(Object, MethodInfo) | (Inherited from UnityEventBase .) |
|  | Equals | (Inherited from Object .) |
|  | Finalize | (Inherited from Object .) |
|  | FindMethod_Impl | (Inherited from UnityEvent<Component> .) |
|  | GetHashCode | (Inherited from Object .) |
|  | GetPersistentEventCount | Get the number of registered persistent listeners. (Inherited from UnityEventBase .) |
|  | GetPersistentMethodName | Get the target method name of the listener at index index. (Inherited from UnityEventBase .) |
|  | GetPersistentTarget | Get the target component of the listener at index index. (Inherited from UnityEventBase .) |

| | |
|--|---|
|  GetType | (Inherited from Object .) |
|  Invoke(T0) | (Inherited from UnityEvent(Component) .) |
|  Invoke(Object[]) | (Inherited from UnityEventBase .) |
|  MemberwiseClone | (Inherited from Object .) |
|  RegisterPersistentListener | (Inherited from UnityEventBase .) |
|  RemoveAllListeners | Remove all non-persistent (ie created from script) listeners from the event. (Inherited from UnityEventBase .) |
|  RemoveListener(UnityAction(T0)) | (Inherited from UnityEvent(Component) .) |
|  RemoveListener(Object, MethodInfo) | (Inherited from UnityEventBase .) |
|  SetPersistentListenerState | Modify the execution state of a persistent listener. (Inherited from UnityEventBase .) |
|  ToString | (Inherited from UnityEventBase .) |
|  ValidateRegistration(MethodInfo, Object, PersistentListenerMode) | (Inherited from UnityEventBase .) |
|  ValidateRegistration(MethodInfo, Object, PersistentListenerMode, Type) | (Inherited from UnityEventBase .) |

See Also

[Umbrace.Unity.PurePool Namespace](#)

ComponentEvent Constructor

Initializes a new instance of the [ComponentEvent](#) class

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public ComponentEvent()
```

See Also

[ComponentEvent Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentEvent.ComponentEvent Methods

The [ComponentEvent](#) type exposes the following members.

Methods

| | Name | Description |
|---|--|---|
| 💡 | AddListener(UnityAction(T0)) | (Inherited from UnityEvent(Component) .) |
| 💡 | AddListener(Object, MethodInfo) | (Inherited from UnityEventBase .) |
| 💡 | Equals | (Inherited from Object .) |
| 💡 | Finalize | (Inherited from Object .) |
| 💡 | FindMethod_Impl | (Inherited from UnityEvent(Component) .) |
| 💡 | GetHashCode | (Inherited from Object .) |
| 💡 | GetPersistentEventCount | Get the number of registered persistent listeners. (Inherited from UnityEventBase .) |
| 💡 | GetPersistentMethodName | Get the target method name of the listener at index index. (Inherited from UnityEventBase .) |
| 💡 | GetPersistentTarget | Get the target component of the listener at index index. (Inherited from UnityEventBase .) |
| 💡 | GetType | (Inherited from Object .) |
| 💡 | Invoke(T0) | (Inherited from UnityEvent(Component) .) |
| 💡 | Invoke(Object[]) | (Inherited from UnityEventBase .) |
| 💡 | MemberwiseClone | (Inherited from Object .) |
| 💡 | RegisterPersistentListener | (Inherited from UnityEventBase .) |
| 💡 | RemoveAllListeners | Remove all non-persistent (ie created from script) listeners from the event. (Inherited from UnityEventBase .) |
| 💡 | RemoveListener(UnityAction(T0)) | (Inherited from UnityEvent(Component) .) |
| 💡 | RemoveListener(Object, MethodInfo) | (Inherited from UnityEventBase .) |
| 💡 | SetPersistentListenerState | Modify the execution state of a persistent listener. (Inherited from UnityEventBase .) |
| 💡 | ToString | (Inherited from UnityEventBase .) |
| 💡 | ValidateRegistration(MethodInfo, Object, PersistentListenerMode) | (Inherited from UnityEventBase .) |
| 💡 | ValidateRegistration(MethodInfo, Object, PersistentListenerMode, Type) | (Inherited from UnityEventBase .) |

See Also

[ComponentEvent Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPool Class

A **MonoBehaviour** component that provides pooling of many instances of a particular **Component**, allowing the components to be recycled and reused.

Inheritance Hierarchy

System.Object

UnityEngine.Object

UnityEngine.Component

UnityEngine.Behaviour

UnityEngine.MonoBehaviour

[Umbrace.Unity.PurePool.PoolBase\(Type, Component, ComponentPoolSettings\)](#)

Umbrace.Unity.PurePool.ComponentPool

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public class ComponentPool : PoolBase<Type, Component,  
ComponentPoolSettings>,  
IComponentPoolSettings<Type>, ISharedPoolSettings
```

The **ComponentPool** type exposes the following members.

Constructors

| | Name | Description |
|---|-------------------------------|--|
|  | ComponentPool | Initializes a new instance of the ComponentPool class |

Properties

| | Name | Description |
|---|--|---|
|  | AdditionalComponentTypes | Gets a collection of additional component types that should exist on the pooled object. |
|  | CanAcquire | Gets a value indicating whether an instance can be acquired from the pool. An instance can be acquired when the pool contains at least one instance, or when InstantiateWhenEmpty is <code>true</code> (<code>True</code> in Visual Basic). (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | Count | Gets the number of objects currently contained by the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | Definition | Gets the settings that were used to initialise this pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |

| | | |
|---|---------------------------------------|--|
|  | DontDestroyOnLoad | Gets or sets a value indicating whether the pool should persist between scene changes. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | Enabled | Gets or sets a value indicating whether pooling is enabled. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | InitialiseOnStart | Gets or sets a value indicating whether to initialise the pool in the MonoBehaviour Start method. Cannot be set once the pool has been initialised. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | InitialSize | Gets or sets the initial size of the pool. Cannot be set once the pool has been initialised. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | IsEmpty | Gets a value indicating whether the pool is empty and contains no objects. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | IsInitialised | Gets a value indicating whether the pool has been initialised. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | Items | Gets a list of items currently contained by the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | LogMessages | Gets or sets the level of log messaging that the pool will output. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | NotificationMode | Gets or sets the modes in which pooled objects are notified of their acquisition from, and release to, the pool. (Overrides PoolBase(TSource, TInstance, TSettings).NotificationMode .) |
|  | Pool | When implemented in a derived class, gets or sets the internal object pool. (Overrides PoolBase(TSource, TInstance, TSettings).Pool .) |
|  | RecordStatistics | Gets or sets a value indicating whether to record pool statistics. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | ReparentPooledObjects | Gets or sets a value indicating whether to re-parent the pooled objects to the pool's Transform , after the objects are returned to the pool. (Overrides PoolBase(TSource, TInstance, TSettings).ReparentPooledObjects .) |
|  | Source | Gets or sets the source object that will be pooled. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | Statistics | Gets an object containing general operational statistics about the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |

| | |
|---|--|
|  WarnOnDestroy | Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use). (Overrides PoolBase(TSource, TInstance, TSettings).WarnOnDestroy .) |
|---|--|

Methods

| Name | Description |
|--|---|
|  Acquire() | Acquires an instance of the component. (Overrides PoolBase(TSource, TInstance, TSettings).Acquire() .) |
|  Acquire(Transform) | Acquires an instance of the component, and sets the parent transform of its GameObject . |
|  Acquire(Vector3, Quaternion) | Acquires an instance of the component, and sets the position and rotation of its GameObject . |
|  Acquire(Transform, Vector3, Quaternion) | Acquires an instance of the component, and sets the parent transform, position and rotation of its GameObject . |
|  Acquire(T)() | Acquires an instance of the component. |
|  Acquire(T)(Transform) | Acquires an instance of the component, and sets the parent transform of its GameObject . |
|  Acquire(T)(Vector3, Quaternion) | Acquires an instance of the component, and sets the position and rotation of its GameObject . |
|  Acquire(T)(Transform, Vector3, Quaternion) | Acquires an instance of the component, and sets the parent transform, position and rotation of its GameObject . |
|  CanInitialise | When overridden in a derived class, determines whether the pool can be initialised. (Overrides PoolBase(TSource, TInstance, TSettings).CanInitialise() .) |
|  Clear | Clears the pool, emptying it of all pooled objects. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  CreateInternalPool | When implemented in a derived class, creates the internal object pool. (Overrides PoolBase(TSource, TInstance, TSettings).CreateInternalPool() .) |
|  CreateSettingsClone | When implemented in a derived class, creates a new instance of <i>TSettings</i> that is an exact copy of the specified settings. (Overrides PoolBase(TSource, TInstance, TSettings).CreateSettingsClone(TSettings) .) |
|  DestroyInstance | When implemented in a derived class, destroys the specified instance. (Overrides PoolBase(TSource, TInstance, TSettings).DestroyInstance(TInstance) .) |
|  Equals | (Inherited from Object .) |
|  Fill | Fills the pool, populating it with pooled objects until it reaches the maximum pool size. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |

| | |
|--|--|
|  Finalize | (Inherited from Object .) |
|  GetHashCode | (Inherited from Object .) |
|  GetItems | Gets a list of items currently contained by the pool, and stores them in the specified List(T) . (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  GetType | (Inherited from Object .) |
|  Grow | Increases the number of objects contained by the pool by the specified amount. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  Initialise() | Initialises the pool, populating it with the initial number of objects. (Overrides PoolBase(TSource, TInstance, TSettings).Initialise() .) |
|  Initialise(TSettings) | Initialises the pool, populating it with the initial number of objects. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  MemberwiseClone | (Inherited from Object .) |
|  OnCanAcquireChanged | Raises the CanAcquireChanged event. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  OnCountChanged | Raises the CountChanged event. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  OnDestroy | (Overrides PoolBase(TSource, TInstance, TSettings).OnDestroy() .) |
|  OnDestroyed | Raises the Destroyed event. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  OnInitialised | Raises the Initialised event. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  OnObjectAcquired | Raises the ObjectAcquired event. (Overrides PoolBase(TSource, TInstance, TSettings).OnObjectAcquired(TInstance, Boolean) .) |
|  OnObjectDestroyed | Raises the ObjectDestroyed event. (Overrides PoolBase(TSource, TInstance, TSettings).OnObjectDestroyed(TInstance) .) |
|  OnObjectInstantiated | Raises the ObjectInstantiated event. (Overrides PoolBase(TSource, TInstance, TSettings).OnObjectInstantiated(TInstance) .) |
|  OnObjectReleased | Raises the ObjectReleased event. (Overrides PoolBase(TSource, TInstance, TSettings).OnObjectReleased(TInstance, Boolean) .) |
|  Release | Releases an instance back to the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  SetSize | Sets the number of objects contained by the pool, either destroying excess pooled objects, or instantiating new ones. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  Shrink | Decreases the number of objects contained by the pool by the specified amount. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  Start | (Inherited from PoolBase(TSource, TInstance, TSettings) .) |

| | |
|---|--|
|  ToString | (Inherited from Object .) |
|  TryAcquire(Component) | Acquires an instance of the component. (Overrides PoolBase(TSource, TInstance, TSettings).TryAcquire(TInstance) .) |
|  TryAcquire(Transform, Component) | Acquires an instance of the component, and sets the parent transform of its GameObject . |
|  TryAcquire(Vector3, Quaternion, Component) | Acquires an instance of the component, and sets the position and rotation of its GameObject . |
|  TryAcquire(Transform, Vector3, Quaternion, Component) | Acquires an instance of the component, and sets the parent transform, position and rotation of its GameObject . |
|  TryAcquire(T)(T) | Acquires an instance of the component. |
|  TryAcquire(T)(Transform, T) | Acquires an instance of the component, and sets the parent transform of its GameObject . |
|  TryAcquire(T)(Vector3, Quaternion, T) | Acquires an instance of the component, and sets the position and rotation of its GameObject . |
|  TryAcquire(T)(Transform, Vector3, Quaternion, T) | Acquires an instance of the component, and sets the parent transform, position and rotation of its GameObject . |

Events

| Name | Description |
|--|---|
|  CanAcquireChanged | Occurs when the value of CanAcquire changes. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  CountChanged | Occurs when Count changes. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  Destroyed | Occurs when the pool is destroyed. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  Initialised | Occurs when the pool is initialised. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  ObjectAcquired | Occurs when an instance of the source object is acquired from the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  ObjectDestroyed | Occurs when an instance of the source object is destroyed. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  ObjectInstantiated | Occurs when a new instance of the source object is instantiated. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  ObjectReleased | Occurs when an instance of the source object is released back to the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |

Fields

| | Name | Description |
|---|---|--|
| ◆ | ObjectAcquiredEvent | Occurs when an instance of the component is acquired from the pool. |
| ◆ | ObjectDestroyedEvent | Occurs when an instance of the component is destroyed. |
| ◆ | ObjectInstantiatedEvent | Occurs when a new instance of the component is instantiated. |
| ◆ | ObjectReleasedEvent | Occurs when an instance of the component is released back to the pool. |

Remarks

By virtue of being serialisable, **ComponentPool** can survive an assembly reload caused by live recompilation inside of the Unity editor.

To use the **ComponentPool**, add a new instance of the component to a **GameObject**, and then set the properties to appropriate values. Once all properties have been set, invoke the [Initialise\(\)](#) method. A pool cannot be used without being initialised.

⚠ Caution

Unlike prefabs, components are difficult to pool correctly. As the components may have been used for any other purpose previously, there is no simple way of knowing which properties should be reset, and no easy way of resetting all properties.

It's therefore very important when you pool a component that you take great care to ensure all properties that you plan on changing are reset. If necessary, you should implement a component deriving from **MonoBehaviour** which implements the [IPoolable](#) interface, and use this component to reset built-in Unity components.

Examples

C#

```
// Create the pool as a component on a game object.
var pool = gameObject.AddComponent<ComponentPool>();

// Set up the pool's properties.
pool.Source = typeof(AudioSource);
pool.InitialSize = 50;
pool.MaximumSize = 200;
pool.InstantiateWhenEmpty = true;
pool.NotificationMode = NotificationMode.Interface;
pool.LogMessages = LogLevel.Warning;

// Initialise the pool. It will contain 50 objects.
pool.Initialise();

// Acquire one of the 50 objects from the pool. The Acquire method can be
// used safely if InstantiateWhenEmpty is true, or if a check is made to
// CanAcquire beforehand.
 AudioSource instance = pool.Acquire<AudioSource>();

// Acquire one of the 49 remaining objects from the pool. TryAcquire can be
```

Pure Pool - Object Pooling by Umbrace

```
used safely even when InstantiateWhenEmpty is false.  
AudioSource secondInstance;  
if (pool.TryAcquire(out secondInstance)) {  
    // Release the object back to the pool. It now contains 49 objects again.  
    pool.Release(secondInstance);  
}  
  
// Release the object back to the pool. It now contains 50 objects.  
pool.Release(instance);
```

See Also

- [Umbrace.Unity.PurePool Namespace](#)
- [Umbrace.Unity.PurePool.ComponentPoolManager](#)
- [Umbrace.Unity.PurePool.SerialisableComponentPool](#)
- [Umbrace.Unity.PurePool.IComponentPoolSettings](#)
- [Umbrace.Unity.PurePool.IObjectPool\(T\)](#)

ComponentPool Constructor

Initializes a new instance of the [ComponentPool](#) class

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public ComponentPool()
```

See Also

[ComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPool.ComponentPool Properties

The [ComponentPool](#) type exposes the following members.

Properties

| | Name | Description |
|--|--|---|
| | AdditionalComponentTypes | Gets a collection of additional component types that should exist on the pooled object. |
| | CanAcquire | Gets a value indicating whether an instance can be acquired from the pool. An instance can be acquired when the pool contains at least one instance, or when InstantiateWhenEmpty is <code>true</code> (<code>True</code> in Visual Basic). (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
| | Count | Gets the number of objects currently contained by the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
| | Definition | Gets the settings that were used to initialise this pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
| | DontDestroyOnLoad | Gets or sets a value indicating whether the pool should persist between scene changes. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
| | Enabled | Gets or sets a value indicating whether pooling is enabled. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
| | InitialiseOnStart | Gets or sets a value indicating whether to initialise the pool in the MonoBehaviour Start method. Cannot be set once the pool has been initialised. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
| | InitialSize | Gets or sets the initial size of the pool. Cannot be set once the pool has been initialised. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
| | InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
| | IsEmpty | Gets a value indicating whether the pool is empty and contains no objects. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
| | IsInitialised | Gets a value indicating whether the pool has been initialised. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
| | Items | Gets a list of items currently contained by the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
| | LogMessages | Gets or sets the level of log messaging that the pool will output. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
| | MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |

| | | |
|---|---------------------------------------|--|
|  | NotificationMode | Gets or sets the modes in which pooled objects are notified of their acquisition from, and release to, the pool. (Overrides PoolBase(TSource, TInstance, TSettings).NotificationMode .) |
|  | Pool | When implemented in a derived class, gets or sets the internal object pool. (Overrides PoolBase(TSource, TInstance, TSettings).Pool .) |
|  | RecordStatistics | Gets or sets a value indicating whether to record pool statistics. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | ReparentPooledObjects | Gets or sets a value indicating whether to re-parent the pooled objects to the pool's Transform , after the objects are returned to the pool. (Overrides PoolBase(TSource, TInstance, TSettings).ReparentPooledObjects .) |
|  | Source | Gets or sets the source object that will be pooled. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | Statistics | Gets an object containing general operational statistics about the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | WarnOnDestroy | Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use). (Overrides PoolBase(TSource, TInstance, TSettings).WarnOnDestroy .) |

See Also

[ComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPool.AdditionalComponentTypes Property

Gets a collection of additional component types that should exist on the pooled object.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public ComponentTypeCollection AdditionalComponentTypes { get; }
```

Property Value

Type: [ComponentTypeCollection](#)

Implements

[IComponentPoolSettings.AdditionalComponentTypes](#)

See Also

[ComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPool.NotificationMode Property

Gets or sets the modes in which pooled objects are notified of their acquisition from, and release to, the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override NotificationMode NotificationMode { get; set; }
```

Property Value

Type: [NotificationMode](#)

Implements

[ISharedPoolSettings.NotificationMode](#)

[ISharedPoolSettings.NotificationMode](#)

Remarks

Depending on the modes chosen, the pool will inform the components on the pooled object in different ways. The modes can be combined to support components on the same object that require differing modes.

If a component needs to handle the notification but its class cannot be modified, a separate component should be created and attached to the object, which will handle the notification on the original component's behalf.

| Notification Mode | Description |
|---|---|
| Interface | A custom interface that is applied to any components that need to respond to the notification. Components attached to the pooled object should implement the IPoolable interface if they wish to perform actions when the object is acquired from, or released to, the pool. |
| SendMessage | The built-in Unity messaging system that sends notifications using the SendMessage(String) method. Components attached to the pooled object should implement the OnAcquire method to receive a notification when the object is acquired from the pool, and the OnRelease method to receive a notification when the object is released back to the pool. |
| UnityMessagingInterface | The built-in Unity messaging system that sends notifications using the ExecuteEvents class, using an interface applied to any components that need to respond to the notification. |

See Also

[ComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[Umbrace.Unity.PurePool.NotificationMode](#)

[Umbrace.Unity.PurePool.IPoolable](#)

`GameObject.SendMessage(String)`

ComponentPool.Pool Property

When implemented in a derived class, gets or sets the internal object pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override SerializableObjectPool<Component> Pool { get; set; }
```

Property Value

Type: [SerializableObjectPool\(Component\)](#)

See Also

[ComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPool.ReparentPooledObjects Property

Gets or sets a value indicating whether to re-parent the pooled objects to the pool's **Transform**, after the objects are returned to the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override bool ReparentPooledObjects { get; set; }
```

Property Value

Type: [Boolean](#)

Implements

[ISharedPoolSettings.ReparentPooledObjects](#)

[ISharedPoolSettings.ReparentPooledObjects](#)

Remarks

Re-parenting is enabled by default and is the safest option, but comes with a small performance penalty. Disabling re-parenting provides the best performance but there is the increased risk of any of the objects being affected by other scripts. As the objects will be parented beneath various other objects, deleting of an unrelated object may cause the pooled object to also be deleted. You should pay great attention to what objects you destroy if re-parenting is disabled.

See Also

[ComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPool.WarnOnDestroy Property

Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override bool WarnOnDestroy { get; set; }
```

Property Value

Type: [Boolean](#)

Implements

[ISharedPoolSettings.WarnOnDestroy](#)

[ISharedPoolSettings.WarnOnDestroy](#)

Remarks

Poolable objects should be released to the pool and re-used, rather than being destroyed. This property ensures any destruction of the pooled objects is logged.

Unfortunately, scene changes may also cause pooled objects to be destroyed. In this case, the warning message will be shown incorrectly, and can safely be ignored.

See Also

[ComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPool.ComponentPool Methods

The [ComponentPool](#) type exposes the following members.

Methods

| | Name | Description |
|---|--|---|
| 💡 | Acquire() | Acquires an instance of the component. (Overrides PoolBase(TSource, TInstance, TSettings).Acquire() .) |
| 💡 | Acquire(Transform) | Acquires an instance of the component, and sets the parent transform of its GameObject . |
| 💡 | Acquire(Vector3, Quaternion) | Acquires an instance of the component, and sets the position and rotation of its GameObject . |
| 💡 | Acquire(Transform, Vector3, Quaternion) | Acquires an instance of the component, and sets the parent transform, position and rotation of its GameObject . |
| 💡 | Acquire(T)() | Acquires an instance of the component. |
| 💡 | Acquire(T)(Transform) | Acquires an instance of the component, and sets the parent transform of its GameObject . |
| 💡 | Acquire(T)(Vector3, Quaternion) | Acquires an instance of the component, and sets the position and rotation of its GameObject . |
| 💡 | Acquire(T)(Transform, Vector3, Quaternion) | Acquires an instance of the component, and sets the parent transform, position and rotation of its GameObject . |
| 💡 | CanInitialise | When overridden in a derived class, determines whether the pool can be initialised. (Overrides PoolBase(TSource, TInstance, TSettings).CanInitialise() .) |
| 💡 | Clear | Clears the pool, emptying it of all pooled objects. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
| 💡 | CreateInternalPool | When implemented in a derived class, creates the internal object pool. (Overrides PoolBase(TSource, TInstance, TSettings).CreateInternalPool() .) |
| 💡 | CreateSettingsClone | When implemented in a derived class, creates a new instance of <i>TSettings</i> that is an exact copy of the specified settings. (Overrides PoolBase(TSource, TInstance, TSettings).CreateSettingsClone(TSettings) .) |
| 💡 | DestroyInstance | When implemented in a derived class, destroys the specified instance. (Overrides PoolBase(TSource, TInstance, TSettings).DestroyInstance(TInstance) .) |
| 💡 | Equals | (Inherited from Object .) |
| 💡 | Fill | Fills the pool, populating it with pooled objects until it reaches the maximum pool size. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
| 💡 | Finalize | (Inherited from Object .) |

| | |
|--|--|
|  GetHashCode | (Inherited from Object .) |
|  GetItems | Gets a list of items currently contained by the pool, and stores them in the specified List(T) . (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  GetType | (Inherited from Object .) |
|  Grow | Increases the number of objects contained by the pool by the specified amount. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  Initialise() | Initialises the pool, populating it with the initial number of objects. (Overrides PoolBase(TSource, TInstance, TSettings).Initialise() .) |
|  Initialise(TSettings) | Initialises the pool, populating it with the initial number of objects. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  MemberwiseClone | (Inherited from Object .) |
|  OnCanAcquireChanged | Raises the CanAcquireChanged event. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  OnCountChanged | Raises the CountChanged event. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  OnDestroy | (Overrides PoolBase(TSource, TInstance, TSettings).OnDestroy() .) |
|  OnDestroyed | Raises the Destroyed event. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  OnInitialised | Raises the Initialised event. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  OnObjectAcquired | Raises the ObjectAcquired event. (Overrides PoolBase(TSource, TInstance, TSettings).OnObjectAcquired(TInstance, Boolean) .) |
|  OnObjectDestroyed | Raises the ObjectDestroyed event. (Overrides PoolBase(TSource, TInstance, TSettings).OnObjectDestroyed(TInstance) .) |
|  OnObjectInstantiated | Raises the ObjectInstantiated event. (Overrides PoolBase(TSource, TInstance, TSettings).OnObjectInstantiated(TInstance) .) |
|  OnObjectReleased | Raises the ObjectReleased event. (Overrides PoolBase(TSource, TInstance, TSettings).OnObjectReleased(TInstance, Boolean) .) |
|  Release | Releases an instance back to the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  SetSize | Sets the number of objects contained by the pool, either destroying excess pooled objects, or instantiating new ones. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  Shrink | Decreases the number of objects contained by the pool by the specified amount. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  Start | (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  ToString | (Inherited from Object .) |

| | |
|---|--|
|  TryAcquire(Component) | Acquires an instance of the component. (Overrides PoolBase(TSource, TInstance, TSettings).TryAcquire(TInstance) .) |
|  TryAcquire(Transform, Component) | Acquires an instance of the component, and sets the parent transform of its GameObject . |
|  TryAcquire(Vector3, Quaternion, Component) | Acquires an instance of the component, and sets the position and rotation of its GameObject . |
|  TryAcquire(Transform, Vector3, Quaternion, Component) | Acquires an instance of the component, and sets the parent transform, position and rotation of its GameObject . |
|  TryAcquire(T)(T) | Acquires an instance of the component. |
|  TryAcquire(T)(Transform, T) | Acquires an instance of the component, and sets the parent transform of its GameObject . |
|  TryAcquire(T)(Vector3, Quaternion, T) | Acquires an instance of the component, and sets the position and rotation of its GameObject . |
|  TryAcquire(T)(Transform, Vector3, Quaternion, T) | Acquires an instance of the component, and sets the parent transform, position and rotation of its GameObject . |

See Also

[ComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPool.Acquire Method

Overload List

| Name | Description |
|--|--|
| Acquire() | Acquires an instance of the component. (Overrides PoolBase(TSource, TInstance, TSettings).Acquire() .) |
| Acquire(T)() | Acquires an instance of the component. |
| Acquire(Transform) | Acquires an instance of the component, and sets the parent transform of its GameObject . |
| Acquire(T)(Transform) | Acquires an instance of the component, and sets the parent transform of its GameObject . |
| Acquire(Vector3, Quaternion) | Acquires an instance of the component, and sets the position and rotation of its GameObject . |
| Acquire(T)(Vector3, Quaternion) | Acquires an instance of the component, and sets the position and rotation of its GameObject . |
| Acquire(Transform, Vector3, Quaternion) | Acquires an instance of the component, and sets the parent transform, position and rotation of its GameObject . |
| Acquire(T)(Transform, Vector3, Quaternion) | Acquires an instance of the component, and sets the parent transform, position and rotation of its GameObject . |

See Also

[ComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPool.Acquire Method

Acquires an instance of the component.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override Component Acquire()
```

Return Value

Type: **Component**

An instance of the component from the pool.

Implements

[IObjectPool\(T\).Acquire\(\)](#)

See Also

[ComponentPool Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(TSource, TInstance, TSettings\).CanAcquire](#)

[PoolBase\(TSource, TInstance, TSettings\).TryAcquire\(TInstance\)](#)

[PoolBase\(TSource, TInstance, TSettings\).Release\(TInstance\)](#)

ComponentPool.Acquire(*T*) Method

Acquires an instance of the component.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public T Acquire<T>()  
where T : Component
```

Type Parameters

T

The type of the component.

Return Value

Type: ***T***

An instance of the component from the pool.

See Also

[ComponentPool Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(TSource, TInstance, TSettings\).CanAcquire](#)

[ComponentPool.TryAcquire\(*T*\)\(*T*\)](#)

[PoolBase\(TSource, TInstance, TSettings\).Release\(*TInstance*\)](#)

ComponentPool.Acquire Method (Transform)

Acquires an instance of the component, and sets the parent transform of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public Component Acquire(  
    Transform parent  
)
```

Parameters

parent

Type: `UnityEngine.Transform`

The transform to which the component's **GameObject** should be parented.

Return Value

Type: **Component**

An instance of the component from the pool.

See Also

[ComponentPool Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(TSource, TInstance, TSettings\).CanAcquire](#)

[ComponentPool.TryAcquire\(T\)\(Transform, T\)](#)

[PoolBase\(TSource, TInstance, TSettings\).Release\(TInstance\)](#)

ComponentPool.Acquire(*T*) Method (Transform)

Acquires an instance of the component, and sets the parent transform of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public T Acquire<T>(  
    Transform parent  
)  
where T : Component
```

Parameters

parent

Type: `UnityEngine.Transform`

The transform to which the component's **GameObject** should be parented.

Type Parameters

T

The type of the component.

Return Value

Type: **T**

An instance of the component from the pool.

See Also

[ComponentPool Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(TSource, TInstance, TSettings\).CanAcquire](#)

[ComponentPool.TryAcquire\(T\)\(Transform, T\)](#)

[PoolBase\(TSource, TInstance, TSettings\).Release\(TInstance\)](#)

ComponentPool.Acquire Method (Vector3, Quaternion)

Acquires an instance of the component, and sets the position and rotation of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public Component Acquire(  
    Vector3 position,  
    Quaternion rotation  
)
```

Parameters

position

Type: [UnityEngine.Vector3](#)

The position to set the component's transform to.

rotation

Type: [UnityEngine.Quaternion](#)

The rotation to set the components's transform to.

Return Value

Type: **Component**

An instance of the component from the pool.

See Also

[ComponentPool Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(TSource, TInstance, TSettings\).CanAcquire](#)

[ComponentPool.TryAcquire\(T\)\(Vector3, Quaternion, T\)](#)

[PoolBase\(TSource, TInstance, TSettings\).Release\(TInstance\)](#)

ComponentPool.Acquire(*T*) Method (Vector3, Quaternion)

Acquires an instance of the component, and sets the position and rotation of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public T Acquire<T>(  
    Vector3 position,  
    Quaternion rotation  
)  
where T : Component
```

Parameters

position

Type: UnityEngine.Vector3

The position to set the component's transform to.

rotation

Type: UnityEngine.Quaternion

The rotation to set the components's transform to.

Type Parameters

T

The type of the component.

Return Value

Type: **T**

An instance of the component from the pool.

See Also

[ComponentPool Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(TSource, TInstance, TSettings\).CanAcquire](#)

[ComponentPool.TryAcquire\(T\)\(Vector3, Quaternion, T\)](#)

[PoolBase\(TSource, TInstance, TSettings\).Release\(TInstance\)](#)

ComponentPool.Acquire Method (Transform, Vector3, Quaternion)

Acquires an instance of the component, and sets the parent transform, position and rotation of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public Component Acquire(  
    Transform parent,  
    Vector3 position,  
    Quaternion rotation  
)
```

Parameters

parent

Type: `UnityEngine.Transform`

The transform to which the component's **GameObject** should be parented.

position

Type: `UnityEngine.Vector3`

The position to set the component's transform to.

rotation

Type: `UnityEngine.Quaternion`

The rotation to set the component's transform to.

Return Value

Type: **Component**

An instance of the component from the pool.

See Also

[ComponentPool Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(TSource, TInstance, TSettings\).CanAcquire](#)

[ComponentPool.TryAcquire\(T\)\(Transform, Vector3, Quaternion, T\)](#)

[PoolBase\(TSource, TInstance, TSettings\).Release\(TInstance\)](#)

ComponentPool.Acquire(*T*) Method (Transform, Vector3, Quaternion)

Acquires an instance of the component, and sets the parent transform, position and rotation of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public T Acquire<T>(
    Transform parent,
    Vector3 position,
    Quaternion rotation
)
where T : Component
```

Parameters

parent

Type: `UnityEngine.Transform`

The transform to which the component's **GameObject** should be parented.

position

Type: `UnityEngine.Vector3`

The position to set the component's transform to.

rotation

Type: `UnityEngine.Quaternion`

The rotation to set the component's transform to.

Type Parameters

T

The type of the component.

Return Value

Type: `T`

An instance of the component from the pool.

See Also

[ComponentPool Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(TSource, TInstance, TSettings\).CanAcquire](#)

[ComponentPool.TryAcquire\(T\)\(Transform, Vector3, Quaternion, T\)](#)

[PoolBase\(TSource, TInstance, TSettings\).Release\(TInstance\)](#)

ComponentPool.CanInitialise Method

When overridden in a derived class, determines whether the pool can be initialised.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override bool CanInitialise()
```

Return Value

Type: [Boolean](#)

true (True in Visual Basic) if the pool can be initialised; otherwise, false (False in Visual Basic).

See Also

[ComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPool.CreateInternalPool Method

When implemented in a derived class, creates the internal object pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override ISerializableObjectPool<Component> CreateInternalPool()
```

Return Value

Type: [ISerializableObjectPool\(Component\)](#)

The internal object pool to store instances in.

See Also

[ComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPool.CreateSettingsClone Method

When implemented in a derived class, creates a new instance of *TSettings* that is an exact copy of the specified settings.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override ComponentPoolSettings CreateSettingsClone(  
    ComponentPoolSettings settings  
)
```

Parameters

settings

Type: [Umbrace.Unity.PurePool.ComponentPoolSettings](#)

The settings to copy.

Return Value

Type: [ComponentPoolSettings](#)

A new instance of *TSettings* that is an exact copy of *settings*.

See Also

[ComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPool.DestroyInstance Method

When implemented in a derived class, destroys the specified instance.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override void DestroyInstance(  
    Component instance  
)
```

Parameters

instance

Type: [UnityEngine.Component](#)

The instance to destroy.

See Also

[ComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPool.Initialise Method

Overload List

| | Name | Description |
|---|---------------------------------------|--|
|  | Initialise() | Initialises the pool, populating it with the initial number of objects. (Overrides PoolBase(TSource, TInstance, TSettings).Initialise() .) |
|  | Initialise(TSettings) | Initialises the pool, populating it with the initial number of objects. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |

See Also

[ComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPool.Initialise Method

Initialises the pool, populating it with the initial number of objects.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override void Initialise()
```

Implements

[IPoolBase.Initialise\(\)](#)

Remarks

After [Initialise\(\)](#) has been called, the [Definition](#) property will contain the settings that were used to initialise the pool.

See Also

[ComponentPool Class](#)

[Initialise Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPool.OnDestroy Method

[Missing <summary> documentation for "M:Umbrace.Unity.PurePool.ComponentPool.OnDestroy"]

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override void OnDestroy()
```

See Also

[ComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPool.OnObjectAcquired Method

Raises the [ObjectAcquired](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override void OnObjectAcquired(  
    Component instance,  
    bool instantiated  
)
```

Parameters

instance

Type: [UnityEngine.Component](#)

The instance of the source object that was acquired from the pool.

instantiated

Type: [System.Boolean](#)

A value indicating whether the acquired object was instantiated specifically for this acquisition, rather than being taken from the pool.

See Also

[ComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPool.OnObjectDestroyed Method

Raises the [ObjectDestroyed](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override void OnObjectDestroyed(  
    Component instance  
)
```

Parameters

instance

Type: [UnityEngine.Component](#)

The instance of the source object that was destroyed.

See Also

[ComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPool.OnObjectInstantiated Method

Raises the [ObjectInstantiated](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override void OnObjectInstantiated(
    Component instance
)
```

Parameters

instance

Type: [UnityEngine.Component](#)

The instance of the source object that was instantiated.

See Also

[ComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPool.OnObjectReleased Method

Raises the [ObjectReleased](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override void OnObjectReleased(  
    Component instance,  
    bool destroying  
)
```

Parameters

instance

Type: [UnityEngine.Component](#)

The instance of the source object that was released back to the pool.

destroying

Type: [System.Boolean](#)

A value indicating whether the released object is about to be destroyed.

See Also

[ComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPool.TryAcquire Method

Overload List

| Name | Description |
|---|--|
| TryAcquire(T)(T) | Acquires an instance of the component. |
| TryAcquire(Component) | Acquires an instance of the component. (Overrides PoolBase(TSource, TInstance, TSettings).TryAcquire(TInstance) .) |
| TryAcquire(T)(Transform, T) | Acquires an instance of the component, and sets the parent transform of its GameObject . |
| TryAcquire(Transform, Component) | Acquires an instance of the component, and sets the parent transform of its GameObject . |
| TryAcquire(T)(Vector3, Quaternion, T) | Acquires an instance of the component, and sets the position and rotation of its GameObject . |
| TryAcquire(Vector3, Quaternion, Component) | Acquires an instance of the component, and sets the position and rotation of its GameObject . |
| TryAcquire(T)(Transform, Vector3, Quaternion, T) | Acquires an instance of the component, and sets the parent transform, position and rotation of its GameObject . |
| TryAcquire(Transform, Vector3, Quaternion, Component) | Acquires an instance of the component, and sets the parent transform, position and rotation of its GameObject . |

See Also

[ComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPool.TryAcquire(*T*) Method (*T*)

Acquires an instance of the component.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire<T>(
    out T instance
)
where T : Component
```

Parameters

instance

Type: **T**

When this method returns, contains the instance of the component, if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Type Parameters

T

The type of the component.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of the component was acquired from the pool; otherwise, `false` (`False` in Visual Basic).

See Also

[ComponentPool Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[ComponentPool.Acquire\(*T*\)\(\)](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).Release\(*TInstance*\)](#)

ComponentPool.TryAcquire Method (Component)

Acquires an instance of the component.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override bool TryAcquire(
    out Component instance
)
```

Parameters

instance

Type: [UnityEngine.Component](#)

When this method returns, contains the instance of the component, if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of the component was acquired from the pool; otherwise, `false` (`False` in Visual Basic).

Implements

[IObjectPool\(T\).TryAcquire\(T\)](#)

See Also

[ComponentPool Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(TSource, TInstance, TSettings\).Acquire\(\)](#)

[PoolBase\(TSource, TInstance, TSettings\).Release\(TInstance\)](#)

ComponentPool.TryAcquire(*T*) Method (Transform, *T*)

Acquires an instance of the component, and sets the parent transform of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire<T>(
    Transform parent,
    out T instance
)
where T : Component
```

Parameters

parent

Type: `UnityEngine.Transform`

The transform to which the component's **GameObject** should be parented.

instance

Type: **T**

When this method returns, contains the instance of the component, if one could be acquired; otherwise, a null reference (`Nothing` in Visual Basic). This parameter is passed uninitialised.

Type Parameters

T

The type of the component.

Return Value

Type: [`Boolean`](#)

`true` (`True` in Visual Basic) if an instance of the component was acquired from the pool; otherwise, `false` (`False` in Visual Basic).

See Also

[ComponentPool Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[ComponentPool.Acquire\(*T*\)\(*Transform*\)](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).Release\(*TInstance*\)](#)

ComponentPool.TryAcquire Method (Transform, Component)

Acquires an instance of the component, and sets the parent transform of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(  
    Transform parent,  
    out Component instance  
)
```

Parameters

parent

Type: `UnityEngine.Transform`

The transform to which the component's **GameObject** should be parented.

instance

Type: `UnityEngine.Component`

When this method returns, contains the instance of the component, if one could be acquired; otherwise, a null reference (`Nothing` in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [`Boolean`](#)

`true` (`True` in Visual Basic) if an instance of the component was acquired from the pool; otherwise, `false` (`False` in Visual Basic).

See Also

[ComponentPool Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[ComponentPool.Acquire\(Transform\)](#)

[PoolBase\(TSource, TInstance, TSettings\).Release\(TInstance\)](#)

ComponentPool.TryAcquire(*T*) Method (Vector3, Quaternion, *T*)

Acquires an instance of the component, and sets the position and rotation of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire<T>(  
    Vector3 position,  
    Quaternion rotation,  
    out T instance  
)  
where T : Component
```

Parameters

position

Type: [UnityEngine.Vector3](#)

The position to set the component's transform to.

rotation

Type: [UnityEngine.Quaternion](#)

The rotation to set the component's transform to.

instance

Type: **T**

When this method returns, contains the instance of the component, if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Type Parameters

T

The type of the component.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of the component was acquired from the pool; otherwise, `false` (`False` in Visual Basic).

See Also

[ComponentPool Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[ComponentPool.Acquire\(*T*\)\(Vector3, Quaternion\)](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).Release\(*TInstance*\)](#)

ComponentPool.TryAcquire Method (Vector3, Quaternion, Component)

Acquires an instance of the component, and sets the position and rotation of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(  
    Vector3 position,  
    Quaternion rotation,  
    out Component instance  
)
```

Parameters

position

Type: [UnityEngine.Vector3](#)

The position to set the instance's transform to.

rotation

Type: [UnityEngine.Quaternion](#)

The rotation to set the instance's transform to.

instance

Type: [UnityEngine.Component](#)

When this method returns, contains the instance of the component, if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of the component was acquired from the pool; otherwise, `false` (`False` in Visual Basic).

See Also

[ComponentPool Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[ComponentPool.Acquire\(Vector3, Quaternion\)](#)

[PoolBase\(TSource, TInstance, TSettings\).Release\(TInstance\)](#)

ComponentPool.TryAcquire(*T*) Method (Transform, Vector3, Quaternion, *T*)

Acquires an instance of the component, and sets the parent transform, position and rotation of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire<T>(  
    Transform parent,  
    Vector3 position,  
    Quaternion rotation,  
    out T instance  
)  
where T : Component
```

Parameters

parent

Type: UnityEngine.Transform

The transform to which the component's **GameObject** should be parented.

position

Type: UnityEngine.Vector3

The position to set the component's transform to.

rotation

Type: UnityEngine.Quaternion

The rotation to set the component's transform to.

instance

Type: **T**

When this method returns, contains the instance of the component, if one could be acquired; otherwise, a null reference (`Nothing` in Visual Basic). This parameter is passed uninitialised.

Type Parameters

T

The type of the component.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of the component was acquired from the pool; otherwise, `false` (`False` in Visual Basic).

See Also

[ComponentPool Class](#)

Pure Pool - Object Pooling by Umbrace

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[ComponentPool.Acquire\(T\)\(Transform, Vector3, Quaternion\)](#)

[PoolBase\(TSource, TInstance, TSettings\).Release\(TInstance\)](#)

ComponentPool.TryAcquire Method (Transform, Vector3, Quaternion, Component)

Acquires an instance of the component, and sets the parent transform, position and rotation of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(
    Transform parent,
    Vector3 position,
    Quaternion rotation,
    out Component instance
)
```

Parameters

parent

Type: `UnityEngine.Transform`

The transform to which the component's **GameObject** should be parented.

position

Type: `UnityEngine.Vector3`

The position to set the instance's transform to.

rotation

Type: `UnityEngine.Quaternion`

The rotation to set the instance's transform to.

instance

Type: `UnityEngine.Component`

When this method returns, contains the instance of the component, if one could be acquired; otherwise, a null reference (`Nothing` in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [`Boolean`](#)

`true` (`True` in Visual Basic) if an instance of the component was acquired from the pool; otherwise, `false` (`False` in Visual Basic).

See Also

[ComponentPool Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[ComponentPool.Acquire\(Transform, Vector3, Quaternion\)](#)

[PoolBase\(TSource, TInstance, TSettings\).Release\(TInstance\)](#)

ComponentPool.ComponentPool Events

The [ComponentPool](#) type exposes the following members.

Events

| Name | Description |
|--|---|
|  CanAcquireChanged | Occurs when the value of CanAcquire changes. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  CountChanged | Occurs when Count changes. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  Destroyed | Occurs when the pool is destroyed. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  Initialised | Occurs when the pool is initialised. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  ObjectAcquired | Occurs when an instance of the source object is acquired from the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  ObjectDestroyed | Occurs when an instance of the source object is destroyed. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  ObjectInstantiated | Occurs when a new instance of the source object is instantiated. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  ObjectReleased | Occurs when an instance of the source object is released back to the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |

See Also

[ComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPool.ComponentPool Fields

The [ComponentPool](#) type exposes the following members.

Fields

| Name | Description |
|---|--|
|  ObjectAcquiredEvent | Occurs when an instance of the component is acquired from the pool. |
|  ObjectDestroyedEvent | Occurs when an instance of the component is destroyed. |
|  ObjectInstantiatedEvent | Occurs when a new instance of the component is instantiated. |
|  ObjectReleasedEvent | Occurs when an instance of the component is released back to the pool. |

See Also

[ComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPool.ObjectAcquiredEvent Field

Occurs when an instance of the component is acquired from the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[SerializeField]
[HideInInspector]
public ComponentEvent ObjectAcquiredEvent
```

Field Value

Type: [ComponentEvent](#)

See Also

[ComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPool.ObjectDestroyedEvent Field

Occurs when an instance of the component is destroyed.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[SerializeField]
[HideInInspector]
public ComponentEvent ObjectDestroyedEvent
```

Field Value

Type: [ComponentEvent](#)

See Also

[ComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPool.ObjectInstantiatedEvent Field

Occurs when a new instance of the component is instantiated.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[SerializeField]
[HideInInspector]
public ComponentEvent ObjectInstantiatedEvent
```

Field Value

Type: [ComponentEvent](#)

See Also

[ComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPool.ObjectReleasedEvent Field

Occurs when an instance of the component is released back to the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[SerializeField]
[HideInInspector]
public ComponentEvent ObjectReleasedEvent
```

Field Value

Type: [ComponentEvent](#)

See Also

[ComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolManager Class

Manages a collection of [ComponentPool](#) components, simplifying access to the pools and allowing for automatic pool creation.

Inheritance Hierarchy

[System.Object](#)

UnityEngine.Object

UnityEngine.Component

UnityEngine.Behaviour

UnityEngine.MonoBehaviour

[Umbrace.Unity.PurePool.PoolManagerBase](#)([ComponentPoolManagerSettings](#), [ComponentPool](#), [ComponentPoolSettings](#), [Type](#), [Component](#))

Umbrace.Unity.PurePool.ComponentPoolManager

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public class ComponentPoolManager :  
    PoolManagerBase<ComponentPoolManagerSettings, ComponentPool,  
    ComponentPoolSettings, Type, Component>
```

The **ComponentPoolManager** type exposes the following members.

Constructors

| | Name | Description |
|---|--------------------------------------|---|
|  | ComponentPoolManager | Initializes a new instance of the ComponentPoolManager class |

Properties

| | Name | Description |
|---|---------------------------------------|---|
|  | AcquireMode | Gets or sets the way in which to handle attempts to acquire an object, for which no pool exists. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  | AttachDescendentPools | Gets or sets value indicating whether to attach all descendent pools to the manager on startup. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  | DefaultPoolSettings | Gets the settings that are used when a new pool is created. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |

| | |
|---|---|
|  DontDestroyOnLoad | Gets or sets a value indicating whether the pool manager (and the pools beneath it) will remain in the scene when a new scene is loaded. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  Enabled | Gets or sets a value indicating whether pooling is enabled. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  Instance | Gets the ComponentPoolManager found in the scene. |
|  ObjectPools | When overridden in a derived class, gets the internal object pool dictionary, mapping from the source object to its pool. (Overrides PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).ObjectPools .) |
|  PoolCount | Gets the number of pools attached to the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  Pools | Gets the collection of pools attached to the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |

Methods

| Name | Description |
|---|---|
|  Acquire(TSource) | Acquires an instance of <i>source</i> from an attached pool. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  Acquire(Type, Transform) | Acquires an instance of <i>componentType</i> from an attached pool, and sets its parent transform. |
|  Acquire(Type, Vector3, Quaternion) | Acquires an instance of <i>componentType</i> from an attached pool, and sets its position and rotation. |
|  Acquire(Type, Transform, Vector3, Quaternion) | Acquires an instance of <i>componentType</i> from an attached pool, and sets its parent transform, position and rotation. |
|  Acquire(T)() | Acquires an instance of the component <i>T</i> from an attached pool. |
|  Acquire(T)(Transform) | Acquires an instance of the component <i>T</i> from an attached pool, and sets the parent transform of its GameObject . |
|  Acquire(T)(Vector3, Quaternion) | Acquires an instance of the component <i>T</i> from an attached pool, and sets the position and rotation of its GameObject . |
|  Acquire(T)(Transform, Vector3, Quaternion) | Acquires an instance of the component <i>T</i> from an attached pool, and sets the parent transform, position and rotation of its GameObject . |
|  AttachPool | Attaches the specified pool to the manager, allowing the manager to acquire and release instances from it. (Inherited from |

| | | |
|---|--|---|
| | | PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).) |
| 💡 | Awake | (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).) |
| 💡 | CanAcquire | Determines whether an instance of <i>sourceObject</i> can be acquired from its pool. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).) |
| 💡 | CreatePool(Type) | Creates a ComponentPool that pools instances of <i>componentType</i> , and attaches it to the manager. The pool is created on a child object of the manager's game object. |
| 💡 | CreatePool(TPoolSettings) | Creates a new pool using the specified settings, and attaches it to the manager. The pool is created on a child object of the manager's game object. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).) |
| 💡 | CreatePool(Type, GameObject, Boolean) | Creates a ComponentPool that pools instances of <i>componentType</i> , and attaches it to the manager. |
| 💡 | CreatePool(TPoolSettings, GameObject, Boolean, String) | Creates a new pool using the specified settings, and attaches it to the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).) |
| 💡 | DestroyPool | Destroys the specified pool that's attached to the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).) |
| 💡 | DetachPool | Detaches the specified pool from the manager, without destroying it. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).) |
| 💡 | Equals | (Inherited from Object .) |
| 💡 | Finalize | (Inherited from Object .) |
| 💡 | FindChildPools | Finds all pools that are parented to the manager's game object. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).) |
| 💡 | GetHashCode | (Inherited from Object .) |
| 💡 | GetPool | Gets the pool that handles instances of the specified source object. The manager must contain a matching pool to use this method. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).) |
| 💡 | GetPooledCount | Gets the number of instances of the specified object contained in the pool. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).) |
| 💡 | GetSourceName | When implemented in a derived class, gets the name of the specified source. (Overrides PoolManagerBase(TManagerSettings, |

| | | |
|---|---------------------------------|---|
| | | TPool , TPoolSettings , TSource , TInstance).GetSourceName(TSource).) |
| 💡 | GetType | (Inherited from Object .) |
| 💡 | HasPool | Determines whether the manager has a pool that handles instances of the specified source object. (Inherited from PoolManagerBase (TManagerSettings , TPool , TPoolSettings , TSource , TInstance).) |
| 💡 | InternalAcquire | When implemented in a derived class, attempts to acquire an instance of a source according to AcquireMode . (Overrides PoolManagerBase (TManagerSettings , TPool , TPoolSettings , TSource , TInstance).InternalAcquire(TSource , TPool , TInstance). |
| 💡 | IsAttached | Determines whether the specified pool is attached to the manager. (Inherited from PoolManagerBase (TManagerSettings , TPool , TPoolSettings , TSource , TInstance).) |
| 💡 | IsPoolEmpty | Determines whether the pool is empty for instances of the specified object. (Inherited from PoolManagerBase (TManagerSettings , TPool , TPoolSettings , TSource , TInstance).) |
| 💡 | MemberwiseClone | (Inherited from Object .) |
| 💡 | OnPoolAttached | Raises the PoolAttached event. (Inherited from PoolManagerBase (TManagerSettings , TPool , TPoolSettings , TSource , TInstance).) |
| 💡 | OnPoolCreated | Raises the PoolCreated event. (Inherited from PoolManagerBase (TManagerSettings , TPool , TPoolSettings , TSource , TInstance).) |
| 💡 | OnPoolDestroyed | Raises the PoolDestroyed event. (Inherited from PoolManagerBase (TManagerSettings , TPool , TPoolSettings , TSource , TInstance).) |
| 💡 | OnPoolDetached | Raises the PoolDetached event. (Inherited from PoolManagerBase (TManagerSettings , TPool , TPoolSettings , TSource , TInstance).) |
| 💡 | Release | Releases an instance that was previously acquired from an attached pool. (Inherited from PoolManagerBase (TManagerSettings , TPool , TPoolSettings , TSource , TInstance).) |
| 💡 | ReleaseInternal | Releases an instance of a component that was previously acquired from an attached pool. (Overrides PoolManagerBase (TManagerSettings , TPool , TPoolSettings , TSource , TInstance).ReleaseInternal(TInstance). |
| 💡 | ToString | (Inherited from Object .) |

| | |
|---|--|
|  TryAcquire(TSource, TInstance) | Acquires an instance of <i>sourceObject</i> from an attached pool. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  TryAcquire(Type, Transform, Component) | Acquires an instance of <i>componentType</i> from an attached pool, and sets its parent transform. |
|  TryAcquire(Type, Vector3, Quaternion, Component) | Acquires an instance of <i>componentType</i> from an attached pool, and sets its position and rotation. |
|  TryAcquire(Type, Transform, Vector3, Quaternion, Component) | Acquires an instance of <i>componentType</i> from an attached pool, and sets its parent transform, position and rotation. |
|  TryAcquire(T)(T) | Acquires an instance of the component <i>T</i> from an attached pool. |
|  TryAcquire(T)(Transform, T) | Acquires an instance of the component <i>T</i> from an attached pool, and sets the parent transform of its GameObject . |
|  TryAcquire(T)(Vector3, Quaternion, T) | Acquires an instance of the component <i>T</i> from an attached pool, and sets the position and rotation of its GameObject . |
|  TryAcquire(T)(Transform, Vector3, Quaternion, T) | Acquires an instance of the component <i>T</i> from an attached pool,, and sets the parent transform, position and rotation of its GameObject . |
|  TryGetPool | Gets the pool that handles instances of the specified source object. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |

Events

| | Name | Description |
|---|---|-------------|
|  PoolAttached | Occurs when a GameObjectPool is attached to the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) | |
|  PoolCreated | Occurs when a GameObjectPool is created by the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) | |
|  PoolDestroyed | Occurs when a GameObjectPool is destroyed by the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) | |
|  PoolDetached | Occurs when a GameObjectPool is detached from the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) | |

Examples

C#

```
// Create the manager as a component on a game object.
var manager = gameObject.AddComponent<ComponentPoolManager>();

// Set up the manager's properties.
manager.DontDestroyOnLoad = true;
manager.AttachDescendentPools = true;
manager.AcquireMode = AcquireNoPoolMode.CreatePool;
```

```
// Attach an existing pool to the manager.  
manager.AttachPool(pool);  
  
// Create a pool that is attached to the manager.  
manager.CreatePool(new ComponentPoolSettings {  
    Source = typeof(AudioSource),  
    DontDestroyOnLoad = true,  
    Enabled = true,  
    InitialiseOnStart = true,  
    InitialSize = 10,  
    InstantiateWhenEmpty = true,  
    LogMessages = LogLevel.Warning,  
    MaximumSize = 50,  
    NotificationMode = NotificationMode.Interface,  
    RecordStatistics = true,  
    ReparentPooledObjects = true  
});  
  
// Acquire an AudioSource instance from the manager. The Acquire method can  
be used safely if the AudioSource pool's InstantiateWhenEmpty property is  
true, or if a check is made to CanAcquire beforehand.  
AudioSource instance = manager.Acquire<AudioSource>();  
  
// Acquire another AudioSource instance from the manager. TryAcquire can be  
used safely even when InstantiateWhenEmpty is false.  
AudioSource secondInstance;  
if (manager.TryAcquire(out secondInstance)) {  
    // Release the component back to the manager.  
    manager.Release(secondInstance);  
}  
  
// Release the component back to the manager.  
manager.Release(instance);
```

See Also

[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolManager Constructor

Initializes a new instance of the [ComponentPoolManager](#) class

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public ComponentPoolManager()
```

See Also

[ComponentPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolManager.ComponentPoolManager Properties

The [ComponentPoolManager](#) type exposes the following members.

Properties

| | Name | Description |
|--|---------------------------------------|---|
| | AcquireMode | Gets or sets the way in which to handle attempts to acquire an object, for which no pool exists. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
| | AttachDescendentPools | Gets or sets value indicating whether to attach all descendent pools to the manager on startup. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
| | DefaultPoolSettings | Gets the settings that are used when a new pool is created. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
| | DontDestroyOnLoad | Gets or sets a value indicating whether the pool manager (and the pools beneath it) will remain in the scene when a new scene is loaded. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
| | Enabled | Gets or sets a value indicating whether pooling is enabled. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
| | Instance | Gets the ComponentPoolManager found in the scene. |
| | ObjectPools | When overridden in a derived class, gets the internal object pool dictionary, mapping from the source object to its pool. (Overrides PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).ObjectPools .) |
| | PoolCount | Gets the number of pools attached to the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
| | Pools | Gets the collection of pools attached to the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |

See Also

[ComponentPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolManager.Instance Property

Gets the [ComponentPoolManager](#) found in the scene.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public static ComponentPoolManager Instance { get; }
```

Property Value

Type: [ComponentPoolManager](#)

Remarks

If more than one [ComponentPoolManager](#) exists in the scene, the instance returned by this property is undefined.

If no [ComponentPoolManager](#) is found in the scene, a new root **GameObject** is created with the [ComponentPoolManager](#) component attached.

See Also

[ComponentPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolManager.ObjectPools Property

When overridden in a derived class, gets the internal object pool dictionary, mapping from the source object to its pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override IDictionary<Type, ComponentPool> ObjectPools { get; }
```

Property Value

Type: [IDictionary\(Type, ComponentPool\)](#)

See Also

[ComponentPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolManager.ComponentPoolManager Methods

The [ComponentPoolManager](#) type exposes the following members.

Methods

| Name | Description |
|---|---|
|  Acquire(TSource) | Acquires an instance of <i>source</i> from an attached pool. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  Acquire(Type, Transform) | Acquires an instance of <i>componentType</i> from an attached pool, and sets its parent transform. |
|  Acquire(Type, Vector3, Quaternion) | Acquires an instance of <i>componentType</i> from an attached pool, and sets its position and rotation. |
|  Acquire(Type, Transform, Vector3, Quaternion) | Acquires an instance of <i>componentType</i> from an attached pool, and sets its parent transform, position and rotation. |
|  Acquire(T)() | Acquires an instance of the component <i>T</i> from an attached pool. |
|  Acquire(T)(Transform) | Acquires an instance of the component <i>T</i> from an attached pool, and sets the parent transform of its GameObject . |
|  Acquire(T)(Vector3, Quaternion) | Acquires an instance of the component <i>T</i> from an attached pool, and sets the position and rotation of its GameObject . |
|  Acquire(T)(Transform, Vector3, Quaternion) | Acquires an instance of the component <i>T</i> from an attached pool, and sets the parent transform, position and rotation of its GameObject . |
|  AttachPool | Attaches the specified pool to the manager, allowing the manager to acquire and release instances from it. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  Awake | (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  CanAcquire | Determines whether an instance of <i>sourceObject</i> can be acquired from its pool. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  CreatePool(Type) | Creates a ComponentPool that pools instances of <i>componentType</i> , and attaches it to the manager. The pool is created on a child object of the manager's game object. |
|  CreatePool(TPoolSettings) | Creates a new pool using the specified settings, and attaches it to the manager. The pool is created on a child object of the manager's game object. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  CreatePool(Type, GameObject, Boolean) | Creates a ComponentPool that pools instances of <i>componentType</i> , and attaches it to the manager. |

| | |
|--|--|
|  CreatePool(TPoolSettings, GameObject, Boolean, String) | Creates a new pool using the specified settings, and attaches it to the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  DestroyPool | Destroys the specified pool that's attached to the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  DetachPool | Detaches the specified pool from the manager, without destroying it. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  Equals | (Inherited from Object .) |
|  Finalize | (Inherited from Object .) |
|  FindChildPools | Finds all pools that are parented to the manager's game object. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  GetHashCode | (Inherited from Object .) |
|  GetPool | Gets the pool that handles instances of the specified source object. The manager must contain a matching pool to use this method. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  GetPooledCount | Gets the number of instances of the specified object contained in the pool. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  GetSourceName | When implemented in a derived class, gets the name of the specified source. (Overrides PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).GetSourceName(TSource) .) |
|  GetType | (Inherited from Object .) |
|  HasPool | Determines whether the manager has a pool that handles instances of the specified source object. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  InternalAcquire | When implemented in a derived class, attempts to acquire an instance of a source according to AcquireMode . (Overrides PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).InternalAcquire(TSource, TPool, TInstance) .) |
|  IsAttached | Determines whether the specified pool is attached to the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  IsPoolEmpty | Determines whether the pool is empty for instances of the specified object. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |

| | |
|---|--|
|  MemberwiseClone | (Inherited from Object .) |
|  OnPoolAttached | Raises the PoolAttached event. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  OnPoolCreated | Raises the PoolCreated event. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  OnPoolDestroyed | Raises the PoolDestroyed event. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  OnPoolDetached | Raises the PoolDetached event. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  Release | Releases an instance that was previously acquired from an attached pool. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  ReleaseInternal | Releases an instance of a component that was previously acquired from an attached pool. (Overrides PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).ReleaseInternal(TInstance) .) |
|  ToString | (Inherited from Object .) |
|  TryAcquire(TSource, TInstance) | Acquires an instance of <i>sourceObject</i> from an attached pool. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  TryAcquire(Type, Transform, Component) | Acquires an instance of <i>componentType</i> from an attached pool, and sets its parent transform. |
|  TryAcquire(Type, Vector3, Quaternion, Component) | Acquires an instance of <i>componentType</i> from an attached pool, and sets its position and rotation. |
|  TryAcquire(Type, Transform, Vector3, Quaternion, Component) | Acquires an instance of <i>componentType</i> from an attached pool, and sets its parent transform, position and rotation. |
|  TryAcquire(T)(T) | Acquires an instance of the component <i>T</i> from an attached pool. |
|  TryAcquire(T)(Transform, T) | Acquires an instance of the component <i>T</i> from an attached pool, and sets the parent transform of its GameObject . |
|  TryAcquire(T)(Vector3, Quaternion, T) | Acquires an instance of the component <i>T</i> from an attached pool, and sets the position and rotation of its GameObject . |
|  TryAcquire(T)(Transform, Vector3, Quaternion, T) | Acquires an instance of the component <i>T</i> from an attached pool,, and sets the parent transform, position and rotation of its GameObject . |

| | |
|--|--|
|  TryGetPool | Gets the pool that handles instances of the specified source object. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|--|--|

See Also

[ComponentPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolManager.Acquire Method

Overload List

| Name | Description |
|---|---|
| Acquire(T)() | Acquires an instance of the component <i>T</i> from an attached pool. |
| Acquire(T)(Transform) | Acquires an instance of the component <i>T</i> from an attached pool, and sets the parent transform of its GameObject . |
| Acquire(TSource) | Acquires an instance of <i>source</i> from an attached pool. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
| Acquire(Type, Transform) | Acquires an instance of <i>componentType</i> from an attached pool, and sets its parent transform. |
| Acquire(T)(Vector3, Quaternion) | Acquires an instance of the component <i>T</i> from an attached pool, and sets the position and rotation of its GameObject . |
| Acquire(Type, Vector3, Quaternion) | Acquires an instance of <i>componentType</i> from an attached pool, and sets its position and rotation. |
| Acquire(T)(Transform, Vector3, Quaternion) | Acquires an instance of the component <i>T</i> from an attached pool, and sets the parent transform, position and rotation of its GameObject . |
| Acquire(Type, Transform, Vector3, Quaternion) | Acquires an instance of <i>componentType</i> from an attached pool, and sets its parent transform, position and rotation. |

See Also

[ComponentPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolManager.Acquire(*T*) Method

Acquires an instance of the component *T* from an attached pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public T Acquire<T>()  
where T : Component
```

Type Parameters

T

The type of component to acquire an instance of.

Return Value

Type: *T*

An instance of the component *T* that was acquired from the pool.

See Also

[ComponentPoolManager Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(TSource, TInstance, TSettings\).CanAcquire](#)

[ComponentPoolManager.TryAcquire\(T\)\(T\)](#)

[PoolBase\(TSource, TInstance, TSettings\).Release\(TInstance\)](#)

ComponentPoolManager.Acquire(T) Method (Transform)

Acquires an instance of the component *T* from an attached pool, and sets the parent transform of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public T Acquire<T>(  
    Transform parent  
)  
where T : Component
```

Parameters

parent

Type: `UnityEngine.Transform`

The transform to which the component's **GameObject** should be parented.

Type Parameters

T

The type of component to acquire an instance of.

Return Value

Type: **T**

An instance of the component *T* that was acquired from the pool.

See Also

[ComponentPoolManager Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).CanAcquire\(TSource\)](#)

[ComponentPoolManager.TryAcquire\(T\)\(Transform, T\)](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).Release\(TInstance\)](#)

ComponentPoolManager.Acquire Method (Type, Transform)

Acquires an instance of *componentType* from an attached pool, and sets its parent transform.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public Component Acquire(  
    Type componentType,  
    Transform parent  
)
```

Parameters

componentType

Type: [System.Type](#)

The type of component to acquire an instance of.

parent

Type: [UnityEngine.Transform](#)

The transform to which the instance should be parented.

Return Value

Type: **Component**

An instance of *componentType* acquired from the pool.

See Also

[ComponentPoolManager Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).CanAcquire\(TSource\)](#)

[ComponentPoolManager.TryAcquire\(Type, Transform, Component\)](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).Release\(TInstance\)](#)

ComponentPoolManager.Acquire(*T*) Method (Vector3, Quaternion)

Acquires an instance of the component *T* from an attached pool, and sets the position and rotation of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public T Acquire<T>(
    Vector3 position,
    Quaternion rotation
)
where T : Component
```

Parameters

position

Type: UnityEngine.Vector3

The position to set the instance's transform to.

rotation

Type: UnityEngine.Quaternion

The rotation to set the instance's transform to.

Type Parameters

T

The type of component to acquire an instance of.

Return Value

Type: *T*

An instance of the component *T* that was acquired from the pool.

See Also

[ComponentPoolManager Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).CanAcquire\(TSource\)](#)

[ComponentPoolManager.TryAcquire\(T\)\(Vector3, Quaternion, T\)](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).Release\(TInstance\)](#)

ComponentPoolManager.Acquire Method (Type, Vector3, Quaternion)

Acquires an instance of *componentType* from an attached pool, and sets its position and rotation.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public Component Acquire(  
    Type componentType,  
    Vector3 position,  
    Quaternion rotation  
)
```

Parameters

componentType

Type: [System.Type](#)

The type of component to acquire an instance of.

position

Type: [UnityEngine.Vector3](#)

The position to set the instance's transform to.

rotation

Type: [UnityEngine.Quaternion](#)

The rotation to set the instance's transform to.

Return Value

Type: **Component**

An instance of *componentType* acquired from the pool.

See Also

[ComponentPoolManager Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).CanAcquire\(TSource\)](#)

[ComponentPoolManager.TryAcquire\(Type, Vector3, Quaternion, Component\)](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).Release\(TInstance\)](#)

ComponentPoolManager.Acquire(*T*) Method (Transform, Vector3, Quaternion)

Acquires an instance of the component *T* from an attached pool, and sets the parent transform, position and rotation of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public T Acquire<T>(
    Transform parent,
    Vector3 position,
    Quaternion rotation
)
where T : Component
```

Parameters

parent

Type: `UnityEngine.Transform`

The transform to which the component's **GameObject** should be parented.

position

Type: `UnityEngine.Vector3`

The position to set the instance's transform to.

rotation

Type: `UnityEngine.Quaternion`

The rotation to set the instance's transform to.

Type Parameters

T

The type of component to acquire an instance of.

Return Value

Type: **T**

An instance of the component *T* that was acquired from the pool.

See Also

[ComponentPoolManager Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).CanAcquire\(TSource\)](#)

[ComponentPoolManager.TryAcquire\(T\)\(Transform, Vector3, Quaternion, T\)](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).Release\(TInstance\)](#)

ComponentPoolManager.Acquire Method (Type, Transform, Vector3, Quaternion)

Acquires an instance of *componentType* from an attached pool, and sets its parent transform, position and rotation.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public Component Acquire(  
    Type componentType,  
    Transform parent,  
    Vector3 position,  
    Quaternion rotation  
)
```

Parameters

componentType

Type: [System.Type](#)

The type of component to acquire an instance of.

parent

Type: [UnityEngine.Transform](#)

The transform to which the instance should be parented.

position

Type: [UnityEngine.Vector3](#)

The position to set the instance's transform to.

rotation

Type: [UnityEngine.Quaternion](#)

The rotation to set the instance's transform to.

Return Value

Type: **Component**

An instance of *componentType* acquired from the pool.

See Also

[ComponentPoolManager Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).CanAcquire\(TSource\)](#)

[ComponentPoolManager.TryAcquire\(Type, Transform, Vector3, Quaternion, Component\)](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).Release\(TInstance\)](#)

ComponentPoolManager.CreatePool Method

Overload List

| Name | Description |
|--|---|
|  CreatePool(Type) | Creates a ComponentPool that pools instances of <i>componentType</i> , and attaches it to the manager. The pool is created on a child object of the manager's game object. |
|  CreatePool(TPoolSettings) | Creates a new pool using the specified settings, and attaches it to the manager. The pool is created on a child object of the manager's game object. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  CreatePool(Type, GameObject, Boolean) | Creates a ComponentPool that pools instances of <i>componentType</i> , and attaches it to the manager. |
|  CreatePool(TPoolSettings, GameObject, Boolean, String) | Creates a new pool using the specified settings, and attaches it to the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |

See Also

[ComponentPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolManager.CreatePool Method (Type)

Creates a [ComponentPool](#) that pools instances of *componentType*, and attaches it to the manager. The pool is created on a child object of the manager's game object.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public ComponentPool CreatePool(  
    Type componentType  
)
```

Parameters

componentType

Type: [System.Type](#)

The type of component to be pooled.

Return Value

Type: [ComponentPool](#)

The newly-created [ComponentPool](#).

See Also

[ComponentPoolManager Class](#)

[CreatePool Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolManager.CreatePool Method (Type, GameObject, Boolean)

Creates a [ComponentPool](#) that pools instances of *componentType*, and attaches it to the manager.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public ComponentPool CreatePool(  
    Type componentType,  
    GameObject parent,  
    bool createContainer = false  
)
```

Parameters

componentType

Type: [System.Type](#)

The type of component to be pooled.

parent

Type: [UnityEngine.GameObject](#)

The **GameObject** that the pool should be attached to, either directly or indirectly depending on *createContainer*.

createContainer (Optional)

Type: [System.Boolean](#)

true

([True](#) in Visual Basic) to create the pool on a child object parented to *parent*; [false](#) ([False](#) in Visual Basic) to create the pool directly on *parent*.

Return Value

Type: [ComponentPool](#)

The newly-created [ComponentPool](#).

See Also

[ComponentPoolManager Class](#)

[CreatePool Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolManager.GetSourceName Method

When implemented in a derived class, gets the name of the specified source.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override string GetSourceName(  
    Type source  
)
```

Parameters

source

Type: [System.Type](#)

The source to get the name of.

Return Value

Type: [String](#)

The name of the specified source.

See Also

[ComponentPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolManager.InternalAcquire Method

When implemented in a derived class, attempts to acquire an instance of a source according to [AcquireMode](#).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override bool InternalAcquire(  
    Type componentType,  
    out ComponentPool pool,  
    out Component instance  
)
```

Parameters

componentType

Type: [System.Type](#)

[Missing <param name="componentType"/> documentation for
"M:Umbrace.Unity.PurePool.ComponentPoolManager.InternalAcquire(System.Type,Umbrace.Unity.PurePool.ComponentPool@,UnityEngine.Component@)"]

pool

Type: [Umbrace.Unity.PurePool.ComponentPool](#)

When this method returns, contains the pool for the specified source, if one was created; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

instance

Type: [UnityEngine.Component](#)

When this method returns, contains the instance of the specified source, if one was created; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if a pool exists for the specified source; otherwise, `false` (`False` in Visual Basic).

Exceptions

| Exception | Condition |
|-----------------------------------|---|
| ArgumentException | If no pool exists for the specified source, and AcquireMode is set to Error . |

See Also

[ComponentPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolManager.ReleaseInternal Method

Releases an instance of a component that was previously acquired from an attached pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override void ReleaseInternal(  
    Component instance  
)
```

Parameters

instance

Type: `UnityEngine.Component`

The instance to release back to the pool.

See Also

[ComponentPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolManager.TryAcquire Method

Overload List

| Name | Description |
|---|--|
| TryAcquire(T)(T) | Acquires an instance of the component <i>T</i> from an attached pool. |
| TryAcquire(T)(Transform, T) | Acquires an instance of the component <i>T</i> from an attached pool, and sets the parent transform of its GameObject . |
| TryAcquire(TSource, TInstance) | Acquires an instance of <i>sourceObject</i> from an attached pool. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
| TryAcquire(Type, Transform, Component) | Acquires an instance of <i>componentType</i> from an attached pool, and sets its parent transform. |
| TryAcquire(T)(Vector3, Quaternion, T) | Acquires an instance of the component <i>T</i> from an attached pool, and sets the position and rotation of its GameObject . |
| TryAcquire(Type, Vector3, Quaternion, Component) | Acquires an instance of <i>componentType</i> from an attached pool, and sets its position and rotation. |
| TryAcquire(T)(Transform, Vector3, Quaternion, T) | Acquires an instance of the component <i>T</i> from an attached pool,, and sets the parent transform, position and rotation of its GameObject . |
| TryAcquire(Type, Transform, Vector3, Quaternion, Component) | Acquires an instance of <i>componentType</i> from an attached pool, and sets its parent transform, position and rotation. |

See Also

[ComponentPoolManager Class](#)
[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolManager.TryAcquire(*T*) Method (*T*)

Acquires an instance of the component *T* from an attached pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire<T>(
    out T instance
)
where T : Component
```

Parameters

instance

Type: **T**

When this method returns, contains the instance of the component, if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Type Parameters

T

The type of component to acquire an instance of.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of the component was acquired from an attached pool; otherwise, `false` (`False` in Visual Basic).

See Also

[ComponentPoolManager Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[ComponentPoolManager.Acquire\(T\)\(\)](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).Release\(TInstance\)](#)

ComponentPoolManager.TryAcquire(*T*) Method (Transform, *T*)

Acquires an instance of the component *T* from an attached pool, and sets the parent transform of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire<T>(  
    Transform parent,  
    out T instance  
)  
where T : Component
```

Parameters

parent

Type: UnityEngine.Transform

The transform to which the component's **GameObject** should be parented.

instance

Type: **T**

When this method returns, contains the instance of the component, if one could be acquired; otherwise, a null reference (`Nothing` in Visual Basic). This parameter is passed uninitialised.

Type Parameters

T

The type of component to acquire an instance of.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of the component was acquired from an attached pool; otherwise, `false` (`False` in Visual Basic).

See Also

[ComponentPoolManager Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[ComponentPoolManager.Acquire\(*T*\)\(*Transform*\)](#)

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\).Release\(*TInstance*\)](#)

ComponentPoolManager.TryAcquire Method (Type, Transform, Component)

Acquires an instance of *componentType* from an attached pool, and sets its parent transform.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(  
    Type componentType,  
    Transform parent,  
    out Component instance  
)
```

Parameters

componentType

Type: [System.Type](#)

The type of component to acquire an instance of.

parent

Type: [UnityEngine.Transform](#)

The transform to which the instance should be parented.

instance

Type: [UnityEngine.Component](#)

When this method returns, contains the instance of *componentType*, if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of *componentType* was acquired from an attached pool; otherwise, `false` (`False` in Visual Basic).

See Also

[ComponentPoolManager Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[ComponentPoolManager.Acquire\(Type, Transform\)](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).Release\(TInstance\)](#)

ComponentPoolManager.TryAcquire(*T*) Method (Vector3, Quaternion, *T*)

Acquires an instance of the component *T* from an attached pool, and sets the position and rotation of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire<T>(  
    Vector3 position,  
    Quaternion rotation,  
    out T instance  
)  
where T : Component
```

Parameters

position

Type: UnityEngine.Vector3

The position to set the component's transform to.

rotation

Type: UnityEngine.Quaternion

The rotation to set the component's transform to.

instance

Type: **T**

When this method returns, contains the instance of the component, if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Type Parameters

T

The type of component to acquire an instance of.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of the component was acquired from the pool; otherwise, `false` (`False` in Visual Basic).

See Also

[ComponentPoolManager Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[ComponentPoolManager.Acquire\(*T*\)\(Vector3, Quaternion\)](#)

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\).Release\(*TInstance*\)](#)

ComponentPoolManager.TryAcquire Method (Type, Vector3, Quaternion, Component)

Acquires an instance of *componentType* from an attached pool, and sets its position and rotation.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(  
    Type componentType,  
    Vector3 position,  
    Quaternion rotation,  
    out Component instance  
)
```

Parameters

componentType

Type: [System.Type](#)

The type of component to acquire an instance of.

position

Type: [UnityEngine.Vector3](#)

The position to set the instance's transform to.

rotation

Type: [UnityEngine.Quaternion](#)

The rotation to set the instance's transform to.

instance

Type: [UnityEngine.Component](#)

When this method returns, contains the instance of *componentType*, if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of *componentType* was acquired from an attached pool; otherwise, `false` (`False` in Visual Basic).

See Also

[ComponentPoolManager Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[ComponentPoolManager.Acquire\(Type, Vector3, Quaternion\)](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).Release\(TInstance\)](#)

ComponentPoolManager.TryAcquire(*T*) Method (Transform, Vector3, Quaternion, *T*)

Acquires an instance of the component *T* from an attached pool,, and sets the parent transform, position and rotation of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire<T>(  
    Transform parent,  
    Vector3 position,  
    Quaternion rotation,  
    out T instance  
)  
where T : Component
```

Parameters

parent

Type: UnityEngine.Transform

The transform to which the component's **GameObject** should be parented.

position

Type: UnityEngine.Vector3

The position to set the component's transform to.

rotation

Type: UnityEngine.Quaternion

The rotation to set the component's transform to.

instance

Type: **T**

When this method returns, contains the instance of the component, if one could be acquired; otherwise, a null reference (`Nothing` in Visual Basic). This parameter is passed uninitialised.

Type Parameters

T

The type of component to acquire an instance of.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of the component was acquired from the pool; otherwise, `false` (`False` in Visual Basic).

See Also

[ComponentPoolManager Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[ComponentPoolManager.Acquire\(T\)\(Transform, Vector3, Quaternion\)](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).Release\(TInstance\)](#)

ComponentPoolManager.TryAcquire Method (Type, Transform, Vector3, Quaternion, Component)

Acquires an instance of *componentType* from an attached pool, and sets its parent transform, position and rotation.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(  
    Type componentType,  
    Transform parent,  
    Vector3 position,  
    Quaternion rotation,  
    out Component instance  
)
```

Parameters

componentType

Type: [System.Type](#)

The type of component to acquire an instance of.

parent

Type: [UnityEngine.Transform](#)

The transform to which the instance should be parented.

position

Type: [UnityEngine.Vector3](#)

The position to set the instance's transform to.

rotation

Type: [UnityEngine.Quaternion](#)

The rotation to set the instance's transform to.

instance

Type: [UnityEngine.Component](#)

When this method returns, contains the instance of *componentType*, if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of *componentType* was acquired from an attached pool; otherwise, `false` (`False` in Visual Basic).

See Also

[ComponentPoolManager Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[ComponentPoolManager.Acquire\(Type, Transform, Vector3, Quaternion\)](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).Release\(TInstance\)](#)

ComponentPoolManager.ComponentPoolManager Events

The [ComponentPoolManager](#) type exposes the following members.

Events

| | Name | Description |
|---|-------------------------------|---|
|  | PoolAttached | Occurs when a GameObjectPool is attached to the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  | PoolCreated | Occurs when a GameObjectPool is created by the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  | PoolDestroyed | Occurs when a GameObjectPool is destroyed by the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  | PoolDetached | Occurs when a GameObjectPool is detached from the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |

See Also

[ComponentPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolManagerSettings Class

A container class for the settings that a [ComponentPoolManager](#) can have.

Inheritance Hierarchy

[System.Object](#)

[Umbrace.Unity.PurePool.PoolManagerSettings\(ComponentPoolSettings, Type\)](#)

Umbrace.Unity.PurePool.ComponentPoolManagerSettings

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[SerializableAttribute]  
public class ComponentPoolManagerSettings :  
PoolManagerSettings<ComponentPoolSettings, Type>
```

The **ComponentPoolManagerSettings** type exposes the following members.

Constructors

| | Name | Description |
|---|--|--|
|  | ComponentPoolManagerSettings | Initialises a new instance of the ComponentPoolManagerSettings class. |

Properties

| | Name | Description |
|---|---------------------------------------|--|
|  | AcquireMode | (Inherited from PoolManagerSettings(TPoolSettings, TSource) .) |
|  | AttachDescendentPools | (Inherited from PoolManagerSettings(TPoolSettings, TSource) .) |
|  | DefaultPoolSettings | (Inherited from PoolManagerSettings(TPoolSettings, TSource) .) |
|  | DontDestroyOnLoad | (Inherited from PoolManagerSettings(TPoolSettings, TSource) .) |
|  | IsPoolingEnabled | (Inherited from PoolManagerSettings(TPoolSettings, TSource) .) |

Methods

| | Name | Description |
|---|---------------------------------|---|
|  | Equals | (Inherited from Object .) |
|  | Finalize | (Inherited from Object .) |
|  | GetHashCode | (Inherited from Object .) |
|  | GetType | (Inherited from Object .) |
|  | MemberwiseClone | (Inherited from Object .) |

| | | |
|---|--------------------------|---|
|  | ToString | (Inherited from Object .) |
|---|--------------------------|---|

See Also

[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolManagerSettings Constructor

Initialises a new instance of the [ComponentPoolManagerSettings](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public ComponentPoolManagerSettings()
```

See Also

[ComponentPoolManagerSettings Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolManagerSettings.ComponentPoolManagerSettings Properties

The [ComponentPoolManagerSettings](#) type exposes the following members.

Properties

| Name | Description |
|---|--|
|  AcquireMode | (Inherited from PoolManagerSettings(TPoolSettings, TSource) .) |
|  AttachDescendentPools | (Inherited from PoolManagerSettings(TPoolSettings, TSource) .) |
|  DefaultPoolSettings | (Inherited from PoolManagerSettings(TPoolSettings, TSource) .) |
|  DontDestroyOnLoad | (Inherited from PoolManagerSettings(TPoolSettings, TSource) .) |
|  IsPoolingEnabled | (Inherited from PoolManagerSettings(TPoolSettings, TSource) .) |

See Also

[ComponentPoolManagerSettings Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolManagerSettings.ComponentPoolManagerSettings Methods

The [ComponentPoolManagerSettings](#) type exposes the following members.

Methods

| | Name | Description |
|--|---------------------------------|---|
| | Equals | (Inherited from Object .) |
| | Finalize | (Inherited from Object .) |
| | GetHashCode | (Inherited from Object .) |
| | GetType | (Inherited from Object .) |
| | MemberwiseClone | (Inherited from Object .) |
| | ToString | (Inherited from Object .) |

See Also

[ComponentPoolManagerSettings Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolSettings Class

A container class for the settings that a [ComponentPool](#) can have.

Inheritance Hierarchy

[System.Object](#)

[Umbrace.Unity.PurePool.SharedPoolSettings\(Type\)](#)

Umbrace.Unity.PurePool.ComponentPoolSettings

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[SerializableAttribute]  
public class ComponentPoolSettings : SharedPoolSettings<Type>,  
    IComponentPoolSettings, ISharedPoolSettings<Type>, ISharedPoolSettings
```

The **ComponentPoolSettings** type exposes the following members.

Constructors

| | Name | Description |
|--|--|---|
| | ComponentPoolSettings() | Initialises a new instance of the ComponentPoolSettings class. |
| | ComponentPoolSettings(ComponentPoolSettings) | Initialises a new instance of the ComponentPoolSettings class, using the specified settings. |

Properties

| | Name | Description |
|--|--|---|
| | AdditionalComponentTypes | Gets a list of additional component types that should be added to the same GameObject as the pooled component. |
| | DefaultSettings | Gets the default settings. |
| | DontDestroyOnLoad | Gets or sets a value indicating whether the pool should persist between scene changes. (Inherited from SharedPoolSettings(TSource) .) |
| | Enabled | Gets or sets a value indicating whether pooling is enabled. (Inherited from SharedPoolSettings(TSource) .) |
| | Frozen | Gets a value indicating whether the object has been frozen, and cannot be modified. (Inherited from SharedPoolSettings(TSource) .) |

| | |
|--|---|
|  InitialiseOnStart | Gets or sets a value indicating whether to initialise the pool in the MonoBehaviour Start method. (Inherited from SharedPoolSettings(TSource) .) |
|  InitialSize | Gets or sets the initial size of the pool. (Inherited from SharedPoolSettings(TSource) .) |
|  InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. (Inherited from SharedPoolSettings(TSource) .) |
|  LogMessages | Gets or sets the level of log messaging that the pool will output. (Inherited from SharedPoolSettings(TSource) .) |
|  MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. (Inherited from SharedPoolSettings(TSource) .) |
|  NotificationMode | Gets or sets the modes in which pooled objects are notified of their acquisition from, and release to, the pool. (Inherited from SharedPoolSettings(TSource) .) |
|  RecordStatistics | Gets or sets a value indicating whether to record pool statistics. (Inherited from SharedPoolSettings(TSource) .) |
|  ReparentPooledObjects | Gets or sets a value indicating whether to re-parent the pooled objects to the pool's transform, after the objects are released. (Inherited from SharedPoolSettings(TSource) .) |
|  Source | Gets or sets the game object that the pool will be used for. (Overrides SharedPoolSettings(TSource).Source .) |
|  WarnOnDestroy | Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use). (Inherited from SharedPoolSettings(TSource) .) |

Methods

| | Name | Description |
|---|--|-------------|
|  EnsureNotFrozen | Ensures the SharedPoolSettings(TSource) has not been frozen, and throws an exception if it has. (Inherited from SharedPoolSettings(TSource) .) | |
|  Equals | (Inherited from Object .) | |
|  Finalize | (Inherited from Object .) | |
|  Freeze | Freezes the object and prevents modifications being made to it. (Overrides SharedPoolSettings(TSource).Freeze() .) | |
|  GetHashCode | (Inherited from Object .) | |
|  GetType | (Inherited from Object .) | |
|  MemberwiseClone | (Inherited from Object .) | |
|  ToString | (Inherited from Object .) | |

Pure Pool - Object Pooling by Umbrace

See Also

[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolSettings Constructor

Overload List

| Name | Description |
|--|--|
|  ComponentPoolSettings() | Initialises a new instance of the ComponentPoolSettings class. |
|  ComponentPoolSettings(ComponentPoolSettings) | Initialises a new instance of the ComponentPoolSettings class, using the specified settings. |

See Also

[ComponentPoolSettings Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolSettings Constructor

Initialises a new instance of the [ComponentPoolSettings](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public ComponentPoolSettings()
```

See Also

[ComponentPoolSettings Class](#)

[ComponentPoolSettings Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolSettings Constructor (ComponentPoolSettings)

Initialises a new instance of the [ComponentPoolSettings](#) class, using the specified settings.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public ComponentPoolSettings(  
    ComponentPoolSettings settings  
)
```

Parameters

settings

Type: [Umbrace.Unity.PurePool.ComponentPoolSettings](#)

The settings to copy the values from.

See Also

[ComponentPoolSettings Class](#)

[ComponentPoolSettings Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolSettings.ComponentPoolSettings Properties

The [ComponentPoolSettings](#) type exposes the following members.

Properties

| | Name | Description |
|--|--|---|
| | AdditionalComponentTypes | Gets a list of additional component types that should be added to the same GameObject as the pooled component. |
| | DefaultSettings | Gets the default settings. |
| | DontDestroyOnLoad | Gets or sets a value indicating whether the pool should persist between scene changes. (Inherited from SharedPoolSettings(TSource) .) |
| | Enabled | Gets or sets a value indicating whether pooling is enabled. (Inherited from SharedPoolSettings(TSource) .) |
| | Frozen | Gets a value indicating whether the object has been frozen, and cannot be modified. (Inherited from SharedPoolSettings(TSource) .) |
| | InitialiseOnStart | Gets or sets a value indicating whether to initialise the pool in the MonoBehaviour Start method. (Inherited from SharedPoolSettings(TSource) .) |
| | InitialSize | Gets or sets the initial size of the pool. (Inherited from SharedPoolSettings(TSource) .) |
| | InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. (Inherited from SharedPoolSettings(TSource) .) |
| | LogMessages | Gets or sets the level of log messaging that the pool will output. (Inherited from SharedPoolSettings(TSource) .) |
| | MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. (Inherited from SharedPoolSettings(TSource) .) |
| | NotificationMode | Gets or sets the modes in which pooled objects are notified of their acquisition from, and release to, the pool. (Inherited from SharedPoolSettings(TSource) .) |
| | RecordStatistics | Gets or sets a value indicating whether to record pool statistics. (Inherited from SharedPoolSettings(TSource) .) |
| | ReparentPooledObjects | Gets or sets a value indicating whether to re-parent the pooled objects to the pool's transform, after the objects are released. (Inherited from SharedPoolSettings(TSource) .) |
| | Source | Gets or sets the game object that the pool will be used for. (Overrides SharedPoolSettings(TSource).Source .) |

| | | |
|---|-------------------------------|---|
|  | WarnOnDestroy | Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use). (Inherited from SharedPoolSettings(TSource) .) |
|---|-------------------------------|---|

See Also

[ComponentPoolSettings Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolSettings.AdditionalComponentTypes Property

Gets a list of additional component types that should be added to the same GameObject as the pooled component.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public ComponentTypeCollection AdditionalComponentTypes { get; }
```

Property Value

Type: [ComponentTypeCollection](#)

Implements

[IComponentPoolSettings.AdditionalComponentTypes](#)

See Also

[ComponentPoolSettings Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolSettings.DefaultSettings Property

Gets the default settings.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public static ComponentPoolSettings DefaultSettings { get; }
```

Property Value

Type: [ComponentPoolSettings](#)

See Also

[ComponentPoolSettings Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolSettings.Source Property

Gets or sets the game object that the pool will be used for.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override Type Source { get; set; }
```

Property Value

Type: [Type](#)

Implements

[ISharedPoolSettings\(TSource\).Source](#)

[ISharedPoolSettings\(TSource\).Source](#)

Exceptions

| Exception | Condition |
|---|---|
| InvalidOperationException | When setting the value of Source , if the ComponentPoolSettings has been frozen. |

See Also

[ComponentPoolSettings Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolSettings.ComponentPoolSettings Methods

The [ComponentPoolSettings](#) type exposes the following members.

Methods

| | Name | Description |
|--|---------------------------------|--|
| | EnsureNotFrozen | Ensures the SharedPoolSettings(TSource) has not been frozen, and throws an exception if it has. (Inherited from SharedPoolSettings(TSource) .) |
| | Equals | (Inherited from Object .) |
| | Finalize | (Inherited from Object .) |
| | Freeze | Freezes the object and prevents modifications being made to it. (Overrides SharedPoolSettings(TSource).Freeze() .) |
| | GetHashCode | (Inherited from Object .) |
| | GetType | (Inherited from Object .) |
| | MemberwiseClone | (Inherited from Object .) |
| | ToString | (Inherited from Object .) |

See Also

[ComponentPoolSettings Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentPoolSettings.Freeze Method

Freezes the object and prevents modifications being made to it.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override void Freeze()
```

See Also

[ComponentPoolSettings Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentTypeCollection Class

Represents a serialisable collection of component types that can be individually accessed by index.

Inheritance Hierarchy

[System.Object](#)

Umbrace.Unity.PurePool.ComponentModel

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[SerializableAttribute]  
public class ComponentTypeCollection : IList<Type>,  
    IEnumerable, ICollection<Type>, IEnumerable<Type>,  
    ISerializationCallbackReceiver
```

The **ComponentTypeCollection** type exposes the following members.

Constructors

| | Name | Description |
|---|--|---|
|  | ComponentTypeCollection() | Initialises a new instance of the ComponentTypeCollection class. |
|  | ComponentTypeCollection(ComponentTypeCollection) | Initialises a new instance of the ComponentTypeCollection class. |

Properties

| | Name | Description |
|---|------------------------|---|
|  | Count | |
|  | Frozen | Gets a value indicating whether the object has been frozen, and cannot be modified. |
|  | Item | |

Methods

| | Name | Description |
|---|---------------------------------|--|
|  | Add | |
|  | Clear | |
|  | Contains | |
|  | CopyTo | |
|  | EnsureNotFrozen | Ensures the ComponentTypeCollection has not been frozen, and throws an exception if it has. |

| | |
|---|---|
|  Equals | (Inherited from Object .) |
|  Finalize | (Inherited from Object .) |
|  Freeze | Freezes the object and prevents modifications being made to it. |
|  GetEnumerator | |
|  GetHashCode | (Inherited from Object .) |
|  GetType | (Inherited from Object .) |
|  IndexOf | |
|  Insert | |
|  MemberwiseClone | (Inherited from Object .) |
|  Remove | |
|  RemoveAt | |
|  ToString | (Inherited from Object .) |

See Also

[Umbrace.Unity.PurePool Namespace](#)

ComponentTypeCollection Constructor

Overload List

| Name | Description |
|--|--|
|  ComponentTypeCollection() | Initialises a new instance of the ComponentTypeCollection class. |
|  ComponentTypeCollection(ComponentTypeCollection) | Initialises a new instance of the ComponentTypeCollection class. |

See Also

[ComponentTypeCollection Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentTypeCollection Constructor

Initialises a new instance of the [ComponentTypeCollection](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public ComponentTypeCollection()
```

See Also

[ComponentTypeCollection Class](#)

[ComponentTypeCollection Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentTypeCollection Constructor (ComponentTypeCollection)

Initialises a new instance of the [ComponentTypeCollection](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public ComponentTypeCollection(  
    ComponentTypeCollection other  
)
```

Parameters

other

Type: [Umbrace.Unity.PurePool.ComponentTypeCollection](#)

The collection whose elements are copied to the new list.

See Also

[ComponentTypeCollection Class](#)

[ComponentTypeCollection Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentTypeCollection.ComponentTypeCollection Properties

The [ComponentTypeCollection](#) type exposes the following members.

Properties

| | Name | Description |
|---|------------------------|---|
|  | Count | |
|  | Frozen | Gets a value indicating whether the object has been frozen, and cannot be modified. |
|  | Item | |

See Also

[ComponentTypeCollection Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentTypeCollection.Count Property

[Missing <summary> documentation for
"P:Umbrace.Unity.PurePool.ComponentTypeCollection.Count"]

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public int Count { get; }
```

Property Value

Type: [Int32](#)

Implements

[ICollection\(T\).Count](#)

See Also

[ComponentTypeCollection Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentTypeCollection.Frozen Property

Gets a value indicating whether the object has been frozen, and cannot be modified.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool Frozen { get; }
```

Property Value

Type: [Boolean](#)

See Also

[ComponentTypeCollection Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentTypeCollection.Item Property

[Missing <summary> documentation for
"P:Umbrace.Unity.PurePool.ComponentTypeCollection.Item(System.Int32)"]

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public Type this[  
    int index  
] { get; set; }
```

Parameters

index

Type: [System.Int32](#)

Property Value

Type: [Type](#)

Implements

[IList\(T\).Item\(Int32\)](#)

See Also

[ComponentTypeCollection Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentTypeCollection.ComponentTypeCollection Methods

The [ComponentTypeCollection](#) type exposes the following members.

Methods

| Name | Description |
|---|---|
|  Add | |
|  Clear | |
|  Contains | |
|  CopyTo | |
|  EnsureNotFrozen | Ensures the ComponentTypeCollection has not been frozen, and throws an exception if it has. |
|  Equals | (Inherited from Object .) |
|  Finalize | (Inherited from Object .) |
|  Freeze | Freezes the object and prevents modifications being made to it. |
|  GetEnumerator | |
|  GetHashCode | (Inherited from Object .) |
|  GetType | (Inherited from Object .) |
|  IndexOf | |
|  Insert | |
|  MemberwiseClone | (Inherited from Object .) |
|  Remove | |
|  RemoveAt | |
|  ToString | (Inherited from Object .) |

See Also

[ComponentTypeCollection Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentTypeCollection.Add Method

[Missing <summary> documentation for
"M:Umbrace.Unity.PurePool.ComponentTypeCollection.Add(System.Type)"]

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void Add(  
    Type item  
)
```

Parameters

item

Type: [System.Type](#)

[Missing <param name="item"/> documentation for
"M:Umbrace.Unity.PurePool.ComponentTypeCollection.Add(System.Type)"]

Implements

[ICollection\(T\).Add\(T\)](#)

See Also

[ComponentTypeCollection Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentTypeCollection.Clear Method

[Missing <summary> documentation for
"M:Umbrace.Unity.PurePool.ComponentTypeCollection.Clear"]

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void Clear()
```

Implements

[ICollection\(T\).Clear\(\)](#)

See Also

[ComponentTypeCollection Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentTypeCollection.Contains Method

[Missing <summary> documentation for
"M:Umbrace.Unity.PurePool.ComponentTypeCollection.Contains(System.Type)"]

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool Contains(  
    Type item  
)
```

Parameters

item

Type: [System.Type](#)

[Missing <param name="item"/> documentation for
"M:Umbrace.Unity.PurePool.ComponentTypeCollection.Contains(System.Type)"]

Return Value

Type: [Boolean](#)

[Missing <returns> documentation for
"M:Umbrace.Unity.PurePool.ComponentTypeCollection.Contains(System.Type)"]

Implements

[ICollection\(T\).Contains\(T\)](#)

See Also

[ComponentTypeCollection Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentTypeCollection.CopyTo Method

[Missing <summary> documentation for
"M:Umbrace.Unity.PurePool.ComponentTypeCollection.CopyTo(System.Type[],System.Int32)"]

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void CopyTo(  
    Type[] array,  
    int arrayIndex  
)
```

Parameters

array

Type: [System.Type\[\]](#)

[Missing <param name="array"/> documentation for

"M:Umbrace.Unity.PurePool.ComponentTypeCollection.CopyTo(System.Type[],System.Int32)"]

arrayIndex

Type: [System.Int32](#)

[Missing <param name="arrayIndex"/> documentation for

"M:Umbrace.Unity.PurePool.ComponentTypeCollection.CopyTo(System.Type[],System.Int32)"]

Implements

[ICollection\(T\).CopyTo\(T\[\], Int32\)](#)

See Also

[ComponentTypeCollection Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentTypeCollection.EnsureNotFrozen Method

Ensures the [ComponentTypeCollection](#) has not been frozen, and throws an exception if it has.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected void EnsureNotFrozen()
```

Exceptions

| Exception | Condition |
|---|---|
| InvalidOperationException | If the ComponentTypeCollection has been frozen. |

See Also

[ComponentTypeCollection Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentTypeCollection.Freeze Method

Freezes the object and prevents modifications being made to it.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void Freeze()
```

See Also

[ComponentTypeCollection Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentTypeCollection.GetEnumerator Method

[Missing <summary> documentation for
"M:Umbrace.Unity.PurePool.ComponentTypeCollection.GetEnumerator"]

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public I Enumerator<Type> GetEnumerator()
```

Return Value

Type: [I Enumerator\(Type\)](#)

[Missing <returns> documentation for
"M:Umbrace.Unity.PurePool.ComponentTypeCollection.GetEnumerator"]

Implements

[IEnumerable\(T\).GetEnumerator\(\)](#)

See Also

[ComponentTypeCollection Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentTypeCollection.IndexOf Method

[Missing <summary> documentation for
"M:Umbrace.Unity.PurePool.ComponentTypeCollection.IndexOf(System.Type)"]

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public int IndexOf(  
    Type item  
)
```

Parameters

item

Type: [System.Type](#)

[Missing <param name="item"/> documentation for
"M:Umbrace.Unity.PurePool.ComponentTypeCollection.IndexOf(System.Type)"]

Return Value

Type: [Int32](#)

[Missing <returns> documentation for
"M:Umbrace.Unity.PurePool.ComponentTypeCollection.IndexOf(System.Type)"]

Implements

[IList\(T\).IndexOf\(T\)](#)

See Also

[ComponentTypeCollection Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentTypeCollection.Insert Method

[Missing <summary> documentation for
"M:Umbrace.Unity.PurePool.ComponentTypeCollection.Insert(System.Int32,System.Type)"]

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void Insert(  
    int index,  
    Type item  
)
```

Parameters

index

Type: [System.Int32](#)

[Missing <param name="index"/> documentation for

"M:Umbrace.Unity.PurePool.ComponentTypeCollection.Insert(System.Int32,System.Type)"]

item

Type: [System.Type](#)

[Missing <param name="item"/> documentation for

"M:Umbrace.Unity.PurePool.ComponentTypeCollection.Insert(System.Int32,System.Type)"]

Implements

[IList\(T\).Insert\(Int32, T\)](#)

See Also

[ComponentTypeCollection Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentTypeCollection.Remove Method

[Missing <summary> documentation for
"M:Umbrace.Unity.PurePool.ComponentTypeCollection.Remove(System.Type)"]

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool Remove(  
    Type item  
)
```

Parameters

item

Type: [System.Type](#)

[Missing <param name="item"/> documentation for
"M:Umbrace.Unity.PurePool.ComponentTypeCollection.Remove(System.Type)"]

Return Value

Type: [Boolean](#)

[Missing <returns> documentation for
"M:Umbrace.Unity.PurePool.ComponentTypeCollection.Remove(System.Type)"]

Implements

[ICollection\(T\).Remove\(T\)](#)

See Also

[ComponentTypeCollection Class](#)

[Umbrace.Unity.PurePool Namespace](#)

ComponentTypeCollection.RemoveAt Method

[Missing <summary> documentation for
"M:Umbrace.Unity.PurePool.ComponentTypeCollection.RemoveAt(System.Int32)"]

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void RemoveAt(  
    int index  
)
```

Parameters

index

Type: [System.Int32](#)

[Missing <param name="index"/> documentation for
"M:Umbrace.Unity.PurePool.ComponentTypeCollection.RemoveAt(System.Int32)"]

Implements

[IList\(T\).RemoveAt\(Int32\)](#)

See Also

[ComponentTypeCollection Class](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper Class

A static class that provides logging methods that write to the Unity console.

Inheritance Hierarchy

[System.Object](#)

Umbrace.Unity.PurePool.DebugHelper

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public static class DebugHelper
```

The **DebugHelper** type exposes the following members.

Properties

| | Name | Description |
|---|---|--|
|   | IsErrorLoggingEnabled | Gets or sets a value indicating whether logging of Error messages to the Unity console is enabled. |
|   | IsInformationLoggingEnabled | Gets or sets a value indicating whether logging of Information messages to the Unity console is enabled. |
|   | IsLoggingEnabled | Gets or sets a value indicating whether logging to the Unity console is enabled. |
|   | IsWarningLoggingEnabled | Gets or sets a value indicating whether logging of Warning messages to the Unity console is enabled. |

Methods

| | Name | Description |
|---|---|--|
|   | Log(String) | Logs the specified informational message to the Unity console. |
|   | Log(String, Object) | Logs the specified informational message to the Unity console. |
|   | Log(LogLevel, String) | Logs the specified informational message to the Unity console, if allowed by <i>logLevel</i> . |
|   | Log(LogLevel, String, Object) | Logs the specified informational message to the Unity console, if allowed by <i>logLevel</i> . |
|   | LogError(String) | Logs the specified error message to the Unity console. |
|   | LogError(String, Object) | Logs the specified error message to the Unity console. |

| | | |
|---|---|--|
|   | LogError(LogLevel, String) | Logs the specified error message to the Unity console, if allowed by <i>logLevel</i> . |
|   | LogError(LogLevel, String, Object) | Logs the specified error message to the Unity console, if allowed by <i>logLevel</i> . |
|   | LogErrorIf(Boolean, String) | Logs the specified error message to the Unity console, if the condition is <code>true</code> (<code>True</code> in Visual Basic). |
|   | LogErrorIf(Func(Boolean), String) | Logs the specified error message to the Unity console, if the condition evaluates to <code>true</code> (<code>True</code> in Visual Basic). |
|   | LogErrorIf(Boolean, String, Object) | Logs the specified error message to the Unity console, if the condition is <code>true</code> (<code>True</code> in Visual Basic). |
|   | LogErrorIf(Func(Boolean), String, Object) | Logs the specified error message to the Unity console, if the condition evaluates to <code>true</code> (<code>True</code> in Visual Basic). |
|   | LogIf(Boolean, String) | Logs the specified informational message to the Unity console, if the condition is <code>true</code> (<code>True</code> in Visual Basic). |
|   | LogIf(Func(Boolean), String) | Logs the specified informational message to the Unity console, if the condition evaluates to <code>true</code> (<code>True</code> in Visual Basic). |
|   | LogIf(Boolean, String, Object) | Logs the specified informational message to the Unity console, if the condition is <code>true</code> (<code>True</code> in Visual Basic). |
|   | LogIf(Func(Boolean), String, Object) | Logs the specified informational message to the Unity console, if the condition evaluates to <code>true</code> (<code>True</code> in Visual Basic). |
|   | LogWarning(String) | Logs the specified warning message to the Unity console. |
|   | LogWarning(String, Object) | Logs the specified warning message to the Unity console. |
|   | LogWarning(LogLevel, String) | Logs the specified warning message to the Unity console, if allowed by <i>logLevel</i> . |
|   | LogWarning(LogLevel, String, Object) | Logs the specified warning message to the Unity console, if allowed by <i>logLevel</i> . |
|   | LogWarningIf(Boolean, String) | Logs the specified warning message to the Unity console, if the condition is <code>true</code> (<code>True</code> in Visual Basic). |
|   | LogWarningIf(Func(Boolean), String) | Logs the specified warning message to the Unity console, if the condition evaluates to <code>true</code> (<code>True</code> in Visual Basic). |
|   | LogWarningIf(Boolean, String, Object) | Logs the specified warning message to the Unity console, if the condition is <code>true</code> (<code>True</code> in Visual Basic). |
|   | LogWarningIf(Func(Boolean), String, Object) | Logs the specified warning message to the Unity console, if the condition evaluates to <code>true</code> (<code>True</code> in Visual Basic). |

Pure Pool - Object Pooling by Umbrace

See Also

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.DebugHelper Properties

The [DebugHelper](#) type exposes the following members.

Properties

| | Name | Description |
|---|---|--|
|   | IsErrorLoggingEnabled | Gets or sets a value indicating whether logging of Error messages to the Unity console is enabled. |
|   | IsInformationLoggingEnabled | Gets or sets a value indicating whether logging of Information messages to the Unity console is enabled. |
|   | IsLoggingEnabled | Gets or sets a value indicating whether logging to the Unity console is enabled. |
|   | IsWarningLoggingEnabled | Gets or sets a value indicating whether logging of Warning messages to the Unity console is enabled. |

See Also

[DebugHelper Class](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.IsErrorLoggingEnabled Property

Gets or sets a value indicating whether logging of [Error](#) messages to the Unity console is enabled.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public static bool IsErrorLoggingEnabled { get; set; }
```

Property Value

Type: [Boolean](#)

See Also

[DebugHelper Class](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.IsInformationLoggingEnabled Property

Gets or sets a value indicating whether logging of [Information](#) messages to the Unity console is enabled.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public static bool IsInformationLoggingEnabled { get; set; }
```

Property Value

Type: [Boolean](#)

See Also

[DebugHelper Class](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.IsEnabled Property

Gets or sets a value indicating whether logging to the Unity console is enabled.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public static bool IsLoggingEnabled { get; set; }
```

Property Value

Type: [Boolean](#)

See Also

[DebugHelper Class](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.IsWarningLoggingEnabled Property

Gets or sets a value indicating whether logging of [Warning](#) messages to the Unity console is enabled.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public static bool IsWarningLoggingEnabled { get; set; }
```

Property Value

Type: [Boolean](#)

See Also

[DebugHelper Class](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.DebugHelper Methods

Methods

| | Name | Description |
|--------|--|--|
| ≡ S | Log(String) | Logs the specified informational message to the Unity console. |
| ≡ S | Log(String, Object) | Logs the specified informational message to the Unity console. |
| ≡ S | Log(LogLevel, String) | Logs the specified informational message to the Unity console, if allowed by <i>logLevel</i> . |
| ≡ S | Log(LogLevel, String, Object) | Logs the specified informational message to the Unity console, if allowed by <i>logLevel</i> . |
| ≡ S | .LogError(String) | Logs the specified error message to the Unity console. |
| ≡ S | .LogError(String, Object) | Logs the specified error message to the Unity console. |
| ≡ S | .LogError(LogLevel, String) | Logs the specified error message to the Unity console, if allowed by <i>logLevel</i> . |
| ≡ S | .LogError(LogLevel, String, Object) | Logs the specified error message to the Unity console, if allowed by <i>logLevel</i> . |
| ≡ S | .LogErrorIf(Boolean, String) | Logs the specified error message to the Unity console, if the condition is <code>true</code> (<code>True</code> in Visual Basic). |
| ≡ S | .LogErrorIf(Func(Boolean), String) | Logs the specified error message to the Unity console, if the condition evaluates to <code>true</code> (<code>True</code> in Visual Basic). |
| ≡ S | .LogErrorIf(Boolean, String, Object) | Logs the specified error message to the Unity console, if the condition is <code>true</code> (<code>True</code> in Visual Basic). |
| ≡ S | .LogErrorIf(Func(Boolean), String, Object) | Logs the specified error message to the Unity console, if the condition evaluates to <code>true</code> (<code>True</code> in Visual Basic). |
| ≡ S | LogIf(Boolean, String) | Logs the specified informational message to the Unity console, if the condition is <code>true</code> (<code>True</code> in Visual Basic). |
| ≡ S | LogIf(Func(Boolean), String) | Logs the specified informational message to the Unity console, if the condition evaluates to <code>true</code> (<code>True</code> in Visual Basic). |
| ≡ S | LogIf(Boolean, String, Object) | Logs the specified informational message to the Unity console, if the condition is <code>true</code> (<code>True</code> in Visual Basic). |
| ≡ S | LogIf(Func(Boolean), String, Object) | Logs the specified informational message to the Unity console, if the condition evaluates to <code>true</code> (<code>True</code> in Visual Basic). |
| ≡ S | LogWarning(String) | Logs the specified warning message to the Unity console. |

| | |
|--|--|
|  LogWarning(String, Object) | Logs the specified warning message to the Unity console. |
|  LogWarning(LogLevel, String) | Logs the specified warning message to the Unity console, if allowed by <i>logLevel</i> . |
|  LogWarning(LogLevel, String, Object) | Logs the specified warning message to the Unity console, if allowed by <i>logLevel</i> . |
|  .LogWarningIf(Boolean, String) | Logs the specified warning message to the Unity console, if the condition is <code>true</code> (<code>True</code> in Visual Basic). |
|  .LogWarningIf(Func(Boolean), String) | Logs the specified warning message to the Unity console, if the condition evaluates to <code>true</code> (<code>True</code> in Visual Basic). |
|  .LogWarningIf(Boolean, String, Object) | Logs the specified warning message to the Unity console, if the condition is <code>true</code> (<code>True</code> in Visual Basic). |
|  .LogWarningIf(Func(Boolean), String, Object) | Logs the specified warning message to the Unity console, if the condition evaluates to <code>true</code> (<code>True</code> in Visual Basic). |

See Also

[DebugHelper Class](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.Log Method

Overload List

| | Name | Description |
|---|---|--|
|   | Log(String) | Logs the specified informational message to the Unity console. |
|   | Log(String, Object) | Logs the specified informational message to the Unity console. |
|   | Log(LogLevel, String) | Logs the specified informational message to the Unity console, if allowed by <i>logLevel</i> . |
|   | Log(LogLevel, String, Object) | Logs the specified informational message to the Unity console, if allowed by <i>logLevel</i> . |

See Also

[DebugHelper Class](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.Log Method (String)

Logs the specified informational message to the Unity console.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("LOG_MESSAGING")]
public static void Log(
    string message
)
```

Parameters

message

Type: [System.String](#)

The message to log.

See Also

[DebugHelper Class](#)

[Log Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.Log Method (String, Object)

Logs the specified informational message to the Unity console.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("LOG_MESSAGE")]
public static void Log(
    string message,
    Object context
)
```

Parameters

message

Type: [System.String](#)

The message to log.

context

Type: [UnityEngine.Object](#)

The object to which the message applies.

See Also

[DebugHelper Class](#)

[Log Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.Log Method (LogLevel, String)

Logs the specified informational message to the Unity console, if allowed by *logLevel*.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("LOG_MESSAGING")]
public static void Log(
    LogLevel logLevel,
    string message
)
```

Parameters

logLevel

Type: [Umbrace.Unity.PurePool.LogLevel](#)

The maximum level of log messaging that is allowed.

message

Type: [System.String](#)

The message to log.

See Also

[DebugHelper Class](#)

[Log Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.Log Method (LogLevel, String, Object)

Logs the specified informational message to the Unity console, if allowed by *logLevel*.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("LOG_MESSAGING")]
public static void Log(
    LogLevel logLevel,
    string message,
    Object context
)
```

Parameters

logLevel

Type: [Umbrace.Unity.PurePool.LogLevel](#)

The maximum level of log messaging that is allowed.

message

Type: [System.String](#)

The message to log.

context

Type: [UnityEngine.Object](#)

The object to which the message applies.

See Also

[DebugHelper Class](#)

[Log Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.LogError Method

Overload List

| | Name | Description |
|---|---|--|
|   | .LogError(String) | Logs the specified error message to the Unity console. |
|   | .LogError(String, Object) | Logs the specified error message to the Unity console. |
|   | .LogError(LogLevel, String) | Logs the specified error message to the Unity console, if allowed by <i>logLevel</i> . |
|   | .LogError(LogLevel, String, Object) | Logs the specified error message to the Unity console, if allowed by <i>logLevel</i> . |

See Also

[DebugHelper Class](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.LogError Method (String)

Logs the specified error message to the Unity console.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("LOG_MESSAGE")]
public static void LogError(
    string message
)
```

Parameters

message

Type: [System.String](#)

The message to log.

See Also

[DebugHelper Class](#)

[.LogError Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.LogError Method (String, Object)

Logs the specified error message to the Unity console.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("LOG_MESSAGE")]
public static void LogError(
    string message,
    Object context
)
```

Parameters

message

Type: [System.String](#)

The message to log.

context

Type: [UnityEngine.Object](#)

The object to which the message applies.

See Also

[DebugHelper Class](#)

[.LogError Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.LogError Method (LogLevel, String)

Logs the specified error message to the Unity console, if allowed by *logLevel*.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("LOG_MESSAGE")]
public static void LogError(
    LogLevel logLevel,
    string message
)
```

Parameters

logLevel

Type: [Umbrace.Unity.PurePool.LogLevel](#)

The maximum level of log messaging that is allowed.

message

Type: [System.String](#)

The message to log.

See Also

[DebugHelper Class](#)

[.LogError Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.LogError Method (LogLevel, String, Object)

Logs the specified error message to the Unity console, if allowed by *logLevel*.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("LOG_MESSAGE")]
public static void LogError(
    LogLevel logLevel,
    string message,
    Object context
)
```

Parameters

logLevel

Type: [Umbrace.Unity.PurePool.LogLevel](#)

The maximum level of log messaging that is allowed.

message

Type: [System.String](#)

The message to log.

context

Type: [UnityEngine.Object](#)

The object to which the message applies.

See Also

[DebugHelper Class](#)

[.LogError Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.LogErrorIf Method

Overload List

| | Name | Description |
|---|---|--|
|   | LogErrorIf(Boolean, String) | Logs the specified error message to the Unity console, if the condition is <code>true</code> (<code>True</code> in Visual Basic). |
|   | LogErrorIf(Func(Boolean), String) | Logs the specified error message to the Unity console, if the condition evaluates to <code>true</code> (<code>True</code> in Visual Basic). |
|   | LogErrorIf(Boolean, String, Object) | Logs the specified error message to the Unity console, if the condition is <code>true</code> (<code>True</code> in Visual Basic). |
|   | LogErrorIf(Func(Boolean), String, Object) | Logs the specified error message to the Unity console, if the condition evaluates to <code>true</code> (<code>True</code> in Visual Basic). |

See Also

[DebugHelper Class](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.LogErrorIf Method (Boolean, String)

Logs the specified error message to the Unity console, if the condition is `true` (`True` in Visual Basic).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("LOG_MESSAGE")]
public static void LogErrorIf(
    bool condition,
    string message
)
```

Parameters

condition

Type: [System.Boolean](#)

The condition to check.

message

Type: [System.String](#)

The message to log.

See Also

[DebugHelper Class](#)

[LogErrorIf Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.LogErrorIf Method (Func<Boolean>, String)

Logs the specified error message to the Unity console, if the condition evaluates to `true` (`True` in Visual Basic).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("LOG_MESSAGING")]
public static void LogErrorIf(
    Func<bool> condition,
    string message
)
```

Parameters

condition

Type: [System.Func<Boolean>](#)

The condition to check.

message

Type: [System.String](#)

The message to log.

See Also

[DebugHelper Class](#)

[.LogErrorIf Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.LogErrorIf Method (Boolean, String, Object)

Logs the specified error message to the Unity console, if the condition is `true` (`True` in Visual Basic).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("LOG_MESSAGE")]
public static void LogErrorIf(
    bool condition,
    string message,
    Object context
)
```

Parameters

condition

Type: [System.Boolean](#)

The condition to check.

message

Type: [System.String](#)

The message to log.

context

Type: [UnityEngine.Object](#)

The object to which the message applies.

See Also

[DebugHelper Class](#)

[.LogErrorIf Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.LogErrorIf Method (Func<Boolean>, String, Object)

Logs the specified error message to the Unity console, if the condition evaluates to `true` (`True` in Visual Basic).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("LOG_MESSAGING")]
public static void LogErrorIf(
    Func<bool> condition,
    string message,
    Object context
)
```

Parameters

condition

Type: [System.Func<Boolean>](#)

The condition to check.

message

Type: [System.String](#)

The message to log.

context

Type: [UnityEngine.Object](#)

The object to which the message applies.

See Also

[DebugHelper Class](#)

[.LogErrorIf Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.LogIf Method

Overload List

| | Name | Description |
|---|--|--|
|   | LogIf(Boolean, String) | Logs the specified informational message to the Unity console, if the condition is <code>true</code> (<code>True</code> in Visual Basic). |
|   | LogIf(Func(Boolean), String) | Logs the specified informational message to the Unity console, if the condition evaluates to <code>true</code> (<code>True</code> in Visual Basic). |
|   | LogIf(Boolean, String, Object) | Logs the specified informational message to the Unity console, if the condition is <code>true</code> (<code>True</code> in Visual Basic). |
|   | LogIf(Func(Boolean), String, Object) | Logs the specified informational message to the Unity console, if the condition evaluates to <code>true</code> (<code>True</code> in Visual Basic). |

See Also

[DebugHelper Class](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.LogIf Method (Boolean, String)

Logs the specified informational message to the Unity console, if the condition is `true` (`True` in Visual Basic).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("LOG_MESSAGING")]
public static void LogIf(
    bool condition,
    string message
)
```

Parameters

condition

Type: [System.Boolean](#)

The condition to check.

message

Type: [System.String](#)

The message to log.

See Also

[DebugHelper Class](#)

[LogIf Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.LogIf Method (Func<Boolean>, String)

Logs the specified informational message to the Unity console, if the condition evaluates to `true` (`True` in Visual Basic).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("LOG_MESSAGE")]
public static void LogIf(
    Func<bool> condition,
    string message
)
```

Parameters

condition

Type: [System.Func<Boolean>](#)

The condition to check.

message

Type: [System.String](#)

The message to log.

See Also

[DebugHelper Class](#)

[LogIf Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.LogIf Method (Boolean, String, Object)

Logs the specified informational message to the Unity console, if the condition is `true` (`True` in Visual Basic).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("LOG_MESSAGING")]
public static void LogIf(
    bool condition,
    string message,
    Object context
)
```

Parameters

condition

Type: [System.Boolean](#)

The condition to check.

message

Type: [System.String](#)

The message to log.

context

Type: [UnityEngine.Object](#)

The object to which the message applies.

See Also

[DebugHelper Class](#)

[LogIf Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.LogIf Method (Func<Boolean>, String, Object)

Logs the specified informational message to the Unity console, if the condition evaluates to `true` (`True` in Visual Basic).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("LOG_MESSAGE")]
public static void LogIf(
    Func<bool> condition,
    string message,
    Object context
)
```

Parameters

condition

Type: [System.Func<Boolean>](#)

The condition to check.

message

Type: [System.String](#)

The message to log.

context

Type: [UnityEngine.Object](#)

The object to which the message applies.

See Also

[DebugHelper Class](#)

[LogIf Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.LogWarning Method

Overload List

| | Name | Description |
|---|--|--|
|   | LogWarning(String) | Logs the specified warning message to the Unity console. |
|   | LogWarning(String, Object) | Logs the specified warning message to the Unity console. |
|   | LogWarning(LogLevel, String) | Logs the specified warning message to the Unity console, if allowed by <i>logLevel</i> . |
|   | LogWarning(LogLevel, String, Object) | Logs the specified warning message to the Unity console, if allowed by <i>logLevel</i> . |

See Also

[DebugHelper Class](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.LogWarning Method (String)

Logs the specified warning message to the Unity console.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("LOG_MESSAGING")]
public static void LogWarning(
    string message
)
```

Parameters

message

Type: [System.String](#)

The message to log.

See Also

[DebugHelper Class](#)

[.LogWarning Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.LogWarning Method (String, Object)

Logs the specified warning message to the Unity console.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("LOG_MESSAGING")]
public static void LogWarning(
    string message,
    Object context
)
```

Parameters

message

Type: [System.String](#)

The message to log.

context

Type: [UnityEngine.Object](#)

The object to which the message applies.

See Also

[DebugHelper Class](#)

[.LogWarning Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.LogWarning Method (LogLevel, String)

Logs the specified warning message to the Unity console, if allowed by *logLevel*.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("LOG_MESSAGING")]
public static void LogWarning(
    LogLevel logLevel,
    string message
)
```

Parameters

logLevel

Type: [Umbrace.Unity.PurePool.LogLevel](#)

The maximum level of log messaging that is allowed.

message

Type: [System.String](#)

The message to log.

See Also

[DebugHelper Class](#)

[.LogWarning Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.LogWarning Method (LogLevel, String, Object)

Logs the specified warning message to the Unity console, if allowed by *logLevel*.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("LOG_MESSAGING")]
public static void LogWarning(
    LogLevel logLevel,
    string message,
    Object context
)
```

Parameters

logLevel

Type: [Umbrace.Unity.PurePool.LogLevel](#)

The maximum level of log messaging that is allowed.

message

Type: [System.String](#)

The message to log.

context

Type: [UnityEngine.Object](#)

The object to which the message applies.

See Also

[DebugHelper Class](#)

[.LogWarning Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.LogWarningIf Method

Overload List

| | Name | Description |
|---|---|--|
|   | LogWarningIf(Boolean, String) | Logs the specified warning message to the Unity console, if the condition is <code>true</code> (<code>True</code> in Visual Basic). |
|   | LogWarningIf(Func(Boolean), String) | Logs the specified warning message to the Unity console, if the condition evaluates to <code>true</code> (<code>True</code> in Visual Basic). |
|   | LogWarningIf(Boolean, String, Object) | Logs the specified warning message to the Unity console, if the condition is <code>true</code> (<code>True</code> in Visual Basic). |
|   | LogWarningIf(Func(Boolean), String, Object) | Logs the specified warning message to the Unity console, if the condition evaluates to <code>true</code> (<code>True</code> in Visual Basic). |

See Also

[DebugHelper Class](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.LogWarningIf Method (Boolean, String)

Logs the specified warning message to the Unity console, if the condition is `true` (`True` in Visual Basic).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("LOG_MESSAGING")]
public static void LogWarningIf(
    bool condition,
    string message
)
```

Parameters

condition

Type: [System.Boolean](#)

The condition to check.

message

Type: [System.String](#)

The message to log.

See Also

[DebugHelper Class](#)

[LogWarningIf Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.LogWarningIf Method (Func<Boolean>, String)

Logs the specified warning message to the Unity console, if the condition evaluates to `true` (`True` in Visual Basic).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("LOG_MESSAGING")]
public static void LogWarningIf(
    Func<bool> condition,
    string message
)
```

Parameters

condition

Type: [System.Func<Boolean>](#)

The condition to check.

message

Type: [System.String](#)

The message to log.

See Also

[DebugHelper Class](#)

[LogWarningIf Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.LogWarningIf Method (Boolean, String, Object)

Logs the specified warning message to the Unity console, if the condition is `true` (`True` in Visual Basic).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("LOG_MESSAGING")]
public static void LogWarningIf(
    bool condition,
    string message,
    Object context
)
```

Parameters

condition

Type: [System.Boolean](#)

The condition to check.

message

Type: [System.String](#)

The message to log.

context

Type: [UnityEngine.Object](#)

The object to which the message applies.

See Also

[DebugHelper Class](#)

[.LogWarningIf Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

DebugHelper.LogWarningIf Method (Func<Boolean>, String, Object)

Logs the specified warning message to the Unity console, if the condition evaluates to `true` (`True` in Visual Basic).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("LOG_MESSAGING")]
public static void LogWarningIf(
    Func<bool> condition,
    string message,
    Object context
)
```

Parameters

condition

Type: [System.Func<Boolean>](#)

The condition to check.

message

Type: [System.String](#)

The message to log.

context

Type: [UnityEngine.Object](#)

The object to which the message applies.

See Also

[DebugHelper Class](#)

[.LogWarningIf Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

DestroyedEventArgs Class

Contains event data about the destruction of an object or component.

Inheritance Hierarchy

[System.Object](#)

[System.EventArgs](#)

Umbrace.Unity.PurePool.DestroyedEventArgs

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public class DestroyedEventArgs : EventArgs,  
    IPoolable, IEventSystemHandler
```

The **DestroyedEventArgs** type exposes the following members.

Constructors

| | Name | Description |
|---|--|--|
|  | DestroyedEventArgs() | Initialises a new instance of the DestroyedEventArgs class. |
|  | DestroyedEventArgs(Boolean, Boolean) | Initialises a new instance of the DestroyedEventArgs class. |

Properties

| | Name | Description |
|---|---------------------------------|--|
|  | ApplicationQuit | Gets or sets a value indicating whether the object or component was destroyed due to the application quitting. |
|  | ExpectDestroy | Gets or sets a value indicating whether the destruction of the object or component was expected. |

Methods

| | Name | Description |
|---|---------------------------------|---|
|  | Equals | (Inherited from Object .) |
|  | Finalize | (Inherited from Object .) |
|  | GetHashCode | (Inherited from Object .) |
|  | GetType | (Inherited from Object .) |
|  | MemberwiseClone | (Inherited from Object .) |
|  | ToString | (Inherited from Object .) |

Pure Pool - Object Pooling by Umbrace

See Also

[Umbrace.Unity.PurePool Namespace](#)

DestroyedEventArgs Constructor

Overload List

| | Name | Description |
|---|--|--|
|  | DestroyedEventArgs() | Initialises a new instance of the <code>DestroyedEventArgs</code> class. |
|  | DestroyedEventArgs(Boolean, Boolean) | Initialises a new instance of the <code>DestroyedEventArgs</code> class. |

See Also

[DestroyedEventArgs Class](#)
[Umbrace.Unity.PurePool Namespace](#)

DestroyedEventArgs Constructor

Initialises a new instance of the [DestroyedEventArgs](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public DestroyedEventArgs()
```

See Also

[DestroyedEventArgs Class](#)

[DestroyedEventArgs Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

DestroyedEventArgs Constructor (Boolean, Boolean)

Initialises a new instance of the [DestroyedEventArgs](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public DestroyedEventArgs(  
    bool applicationQuit,  
    bool expectDestroy  
)
```

Parameters

applicationQuit

Type: [System.Boolean](#)

A value indicating whether the object or component was destroyed due to the application quitting.

expectDestroy

Type: [System.Boolean](#)

A value indicating whether the destruction of the object or component was expected.

See Also

[DestroyedEventArgs Class](#)

[DestroyedEventArgs Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

DestroyedEventArgs.DestroyedEventArgs Properties

The [DestroyedEventArgs](#) type exposes the following members.

Properties

| | Name | Description |
|---|---------------------------------|--|
|  | ApplicationQuit | Gets or sets a value indicating whether the object or component was destroyed due to the application quitting. |
|  | ExpectDestroy | Gets or sets a value indicating whether the destruction of the object or component was expected. |

See Also

[DestroyedEventArgs Class](#)
[Umbrace.Unity.PurePool Namespace](#)

DestroyedEventArgs.ApplicationQuit Property

Gets or sets a value indicating whether the object or component was destroyed due to the application quitting.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool ApplicationQuit { get; set; }
```

Property Value

Type: [Boolean](#)

See Also

[DestroyedEventArgs Class](#)

[Umbrace.Unity.PurePool Namespace](#)

DestroyedEventArgs.ExpectDestroy Property

Gets or sets a value indicating whether the destruction of the object or component was expected.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool ExpectDestroy { get; set; }
```

Property Value

Type: [Boolean](#)

Remarks

Destruction is most often expected when the object is being destroyed by the pool, because pooling has been disabled. The object is not released to the pool and not processed as if it is being released, but is simply destroyed instead.

See Also

[DestroyedEventArgs Class](#)

[Umbrace.Unity.PurePool Namespace](#)

DestroyedEventArgs.DestroyedEventArgs Methods

The [DestroyedEventArgs](#) type exposes the following members.

Methods

| | Name | Description |
|--|---------------------------------|---|
| | Equals | (Inherited from Object .) |
| | Finalize | (Inherited from Object .) |
| | GetHashCode | (Inherited from Object .) |
| | GetType | (Inherited from Object .) |
| | MemberwiseClone | (Inherited from Object .) |
| | ToString | (Inherited from Object .) |

See Also

[DestroyedEventArgs Class](#)
[Umbrace.Unity.PurePool Namespace](#)

GameObjectEvent Class

Represents an event that has a single **GameObject** parameter.

Inheritance Hierarchy

[System.Object](#)

```
UnityEngine.Events.UnityEventBase
UnityEngine.Events.UnityEvent(GameObject)
Umbrace.Unity.PurePool.GameObjectEvent
```

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[SerializableAttribute]
public class GameObjectEvent : UnityEvent<GameObject>
```

The **GameObjectEvent** type exposes the following members.

Constructors

| | Name | Description |
|---|---------------------------------|--|
| ≡ | GameObjectEvent | Initializes a new instance of the GameObjectEvent class |

Methods

| | Name | Description |
|---|--|--|
| ≡ | AddListener(UnityAction<T0>) | (Inherited from UnityEvent<GameObject> .) |
| 💡 | AddListener(Object, MethodInfo) | (Inherited from UnityEventBase .) |
| ≡ | Equals | (Inherited from Object .) |
| 💡 | Finalize | (Inherited from Object .) |
| 💡 | FindMethod_Impl | (Inherited from UnityEvent<GameObject> .) |
| ≡ | GetHashCode | (Inherited from Object .) |
| ≡ | GetPersistentEventCount | Get the number of registered persistent listeners. (Inherited from UnityEventBase .) |
| ≡ | GetPersistentMethodName | Get the target method name of the listener at index index. (Inherited from UnityEventBase .) |
| ≡ | GetPersistentTarget | Get the target component of the listener at index index. (Inherited from UnityEventBase .) |

| | |
|--|---|
|  GetType | (Inherited from Object .) |
|  Invoke(T0) | (Inherited from UnityEvent(GameObject) .) |
|  Invoke(Object[]) | (Inherited from UnityEventBase .) |
|  MemberwiseClone | (Inherited from Object .) |
|  RegisterPersistentListener | (Inherited from UnityEventBase .) |
|  RemoveAllListeners | Remove all non-persistent (ie created from script) listeners from the event. (Inherited from UnityEventBase .) |
|  RemoveListener(UnityAction(T0)) | (Inherited from UnityEvent(GameObject) .) |
|  RemoveListener(Object, MethodInfo) | (Inherited from UnityEventBase .) |
|  SetPersistentListenerState | Modify the execution state of a persistent listener. (Inherited from UnityEventBase .) |
|  ToString | (Inherited from UnityEventBase .) |
|  ValidateRegistration(MethodInfo, Object, PersistentListenerMode) | (Inherited from UnityEventBase .) |
|  ValidateRegistration(MethodInfo, Object, PersistentListenerMode, Type) | (Inherited from UnityEventBase .) |

See Also

[Umbrace.Unity.PurePool Namespace](#)

GameObjectEvent Constructor

Initializes a new instance of the [GameObjectEvent](#) class

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObjectEvent ()
```

See Also

[GameObjectEvent Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectEvent.GameObjectEvent Methods

The [GameObjectEvent](#) type exposes the following members.

Methods

| Name | Description |
|---|---|
| AddListener(UnityAction(T0)) | (Inherited from UnityEvent(GameObject) .) |
| AddListener(Object, MethodInfo) | (Inherited from UnityEventBase .) |
| Equals | (Inherited from Object .) |
| Finalize | (Inherited from Object .) |
| FindMethod_Impl | (Inherited from UnityEvent(GameObject) .) |
| GetHashCode | (Inherited from Object .) |
| GetPersistentEventCount | Get the number of registered persistent listeners. (Inherited from UnityEventBase .) |
| GetPersistentMethodName | Get the target method name of the listener at index index. (Inherited from UnityEventBase .) |
| GetPersistentTarget | Get the target component of the listener at index index. (Inherited from UnityEventBase .) |
| GetType | (Inherited from Object .) |
| Invoke(T0) | (Inherited from UnityEvent(GameObject) .) |
| Invoke(Object[]) | (Inherited from UnityEventBase .) |
| MemberwiseClone | (Inherited from Object .) |
| RegisterPersistentListener | (Inherited from UnityEventBase .) |
| RemoveAllListeners | Remove all non-persistent (ie created from script) listeners from the event. (Inherited from UnityEventBase .) |
| RemoveListener(UnityAction(T0)) | (Inherited from UnityEvent(GameObject) .) |
| RemoveListener(Object, MethodInfo) | (Inherited from UnityEventBase .) |
| SetPersistentListenerState | Modify the execution state of a persistent listener. (Inherited from UnityEventBase .) |
| ToString | (Inherited from UnityEventBase .) |
| ValidateRegistration(MethodInfo, Object, PersistentListenerMode) | (Inherited from UnityEventBase .) |
| ValidateRegistration(MethodInfo, Object, PersistentListenerMode, Type) | (Inherited from UnityEventBase .) |

See Also

[GameObjectEvent Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPool Class

A **MonoBehaviour** component that provides pooling of many instances of a single **GameObject**, allowing the game objects to be recycled and reused.

Inheritance Hierarchy

System.Object

UnityEngine.Object

UnityEngine.Component

UnityEngine.Behaviour

UnityEngine.MonoBehaviour

[Umbrace.Unity.PurePool.PoolBase<GameObject, GameObject, GameObjectPoolSettings>](#)

Umbrace.Unity.PurePool.GameObjectPool

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public class GameObjectPool : PoolBase<GameObject, GameObject, GameObjectPoolSettings>,  
    IGameObjectPoolSettings, ISharedPoolSettings<GameObject>,  
    ISharedPoolSettings
```

The **GameObjectPool** type exposes the following members.

Constructors

| | Name | Description |
|---|--------------------------------|---|
|  | GameObjectPool | Initializes a new instance of the GameObjectPool class |

Properties

| | Name | Description |
|---|-----------------------------------|---|
|  | CanAcquire | Gets a value indicating whether an instance can be acquired from the pool. An instance can be acquired when the pool contains at least one instance, or when InstantiateWhenEmpty is <code>true</code> (<code>True</code> in Visual Basic). (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | Count | Gets the number of objects currently contained by the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | Definition | Gets the settings that were used to initialise this pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | DontDestroyOnLoad | Gets or sets a value indicating whether the pool should persist between scene changes. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |

| | | |
|---|---------------------------------------|--|
|  | Enabled | Gets or sets a value indicating whether pooling is enabled. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | InitialiseOnStart | Gets or sets a value indicating whether to initialise the pool in the MonoBehaviour Start method. Cannot be set once the pool has been initialised. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | InitialSize | Gets or sets the initial size of the pool. Cannot be set once the pool has been initialised. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | IsEmpty | Gets a value indicating whether the pool is empty and contains no objects. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | IsInitialised | Gets a value indicating whether the pool has been initialised. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | Items | Gets a list of items currently contained by the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | LogMessages | Gets or sets the level of log messaging that the pool will output. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | NotificationMode | Gets or sets the modes in which pooled objects are notified of their acquisition from, and release to, the pool. (Overrides PoolBase(TSource, TInstance, TSettings).NotificationMode .) |
|  | Pool | When implemented in a derived class, gets or sets the internal object pool. (Overrides PoolBase(TSource, TInstance, TSettings).Pool .) |
|  | RecordStatistics | Gets or sets a value indicating whether to record pool statistics. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | ReparentPooledObjects | Gets or sets a value indicating whether to re-parent the pooled objects to the pool's Transform , after the objects are returned to the pool. (Overrides PoolBase(TSource, TInstance, TSettings).ReparentPooledObjects .) |
|  | Source | Gets or sets the source object that will be pooled. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | Statistics | Gets an object containing general operational statistics about the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | WarnOnDestroy | Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use). (Overrides PoolBase(TSource, TInstance, TSettings).WarnOnDestroy .) |

Methods

| | Name | Description |
|---|---|---|
| 💡 | Acquire() | Acquires an instance from the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
| 💡 | Acquire(Transform) | Acquires an instance of the source object, and sets its parent transform. |
| 💡 | Acquire(Transform, Boolean) | Acquires an instance of the source object, and sets its parent transform. |
| 💡 | Acquire(Vector3, Quaternion) | Acquires an instance of the source object, and sets its position and rotation. |
| 💡 | Acquire(Vector3, Quaternion, Transform) | Acquires an instance of the source object, and sets its parent transform, position and rotation. |
| 💡 | CanInitialise | When overridden in a derived class, determines whether the pool can be initialised. (Overrides PoolBase(TSource, TInstance, TSettings).CanInitialise() .) |
| 💡 | Clear | Clears the pool, emptying it of all pooled objects. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
| 💡 | CreateInternalPool | When implemented in a derived class, creates the internal object pool. (Overrides PoolBase(TSource, TInstance, TSettings).CreateInternalPool() .) |
| 💡 | CreateSettingsClone | When implemented in a derived class, creates a new instance of <i>TSettings</i> that is an exact copy of the specified settings. (Overrides PoolBase(TSource, TInstance, TSettings).CreateSettingsClone(TSettings) .) |
| 💡 | DestroyInstance | When implemented in a derived class, destroys the specified instance. (Overrides PoolBase(TSource, TInstance, TSettings).DestroyInstance(TInstance) .) |
| 💡 | Equals | (Inherited from Object .) |
| 💡 | Fill | Fills the pool, populating it with pooled objects until it reaches the maximum pool size. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
| 💡 | Finalize | (Inherited from Object .) |
| 💡 | GetHashCode | (Inherited from Object .) |
| 💡 | GetItems | Gets a list of items currently contained by the pool, and stores them in the specified List(T) . (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
| 💡 | GetType | (Inherited from Object .) |
| 💡 | Grow | Increases the number of objects contained by the pool by the specified amount. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |

| | |
|---|--|
|  Initialise() | Initialises the pool, populating it with the initial number of objects. (Overrides PoolBase(TSource, TInstance, TSettings).Initialise() .) |
|  Initialise(TSettings) | Initialises the pool, populating it with the initial number of objects. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  MemberwiseClone | (Inherited from Object .) |
|  OnCanAcquireChanged | Raises the CanAcquireChanged event. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  OnCountChanged | Raises the CountChanged event. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  OnDestroy | (Overrides PoolBase(TSource, TInstance, TSettings).OnDestroy() .) |
|  OnDestroyed | Raises the Destroyed event. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  OnInitialised | Raises the Initialised event. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  OnObjectAcquired | Raises the ObjectAcquired event. (Overrides PoolBase(TSource, TInstance, TSettings).OnObjectAcquired(TInstance, Boolean) .) |
|  OnObjectDestroyed | Raises the ObjectDestroyed event. (Overrides PoolBase(TSource, TInstance, TSettings).OnObjectDestroyed(TInstance) .) |
|  OnObjectInstantiated | Raises the ObjectInstantiated event. (Overrides PoolBase(TSource, TInstance, TSettings).OnObjectInstantiated(TInstance) .) |
|  OnObjectReleased | Raises the ObjectReleased event. (Overrides PoolBase(TSource, TInstance, TSettings).OnObjectReleased(TInstance, Boolean) .) |
|  Release | Releases an instance back to the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  SetSize | Sets the number of objects contained by the pool, either destroying excess pooled objects, or instantiating new ones. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  Shrink | Decreases the number of objects contained by the pool by the specified amount. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  Start | (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  ToString | (Inherited from Object .) |
|  TryAcquire(TInstance) | Acquires an instance from the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  TryAcquire(Transform, GameObject) | Acquires an instance of the source object, and sets its parent transform. |
|  TryAcquire(Transform, Boolean, GameObject) | Acquires an instance of the source object, and sets its parent transform. |
|  TryAcquire(Vector3, Quaternion, GameObject) | Acquires an instance of the source object, and sets its position and rotation. |

| | |
|--|--|
|  TryAcquire(Vector3, Quaternion, Transform, GameObject) | Acquires an instance of the source object, and sets its parent transform, position and rotation. |
|--|--|

Events

| Name | Description |
|---|---|
|  CanAcquireChanged | Occurs when the value of CanAcquire changes. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  CountChanged | Occurs when Count changes. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  Destroyed | Occurs when the pool is destroyed. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  Initialised | Occurs when the pool is initialised. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  ObjectAcquired | Occurs when an instance of the source object is acquired from the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  ObjectDestroyed | Occurs when an instance of the source object is destroyed. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  ObjectInstantiated | Occurs when a new instance of the source object is instantiated. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  ObjectReleased | Occurs when an instance of the source object is released back to the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |

Fields

| Name | Description |
|---|--|
|  ObjectAcquiredEvent | Occurs when an instance of the source object is acquired from the pool. |
|  ObjectDestroyedEvent | Occurs when an instance of the source object is destroyed. |
|  ObjectInstantiatedEvent | Occurs when a new instance of the source object is instantiated. |
|  ObjectReleasedEvent | Occurs when an instance of the source object is released back to the pool. |

Remarks

By virtue of being serialisable, **GameObjectPool** can survive an assembly reload caused by live recompilation inside of the Unity editor.

To use the **GameObjectPool**, add a new instance of the component to a **GameObject**, and then set the properties to appropriate values. Once all properties have been set, invoke the [Initialise\(\)](#) method. A pool cannot be used without being initialised.

Examples

C#

```
// Create the pool as a component on a game object.  
var pool = gameObject.AddComponent<GameObjectPool>();  
  
// Set up the pool's properties.  
pool.SourceObject = prefab;  
pool.InitialSize = 50;  
pool.MaximumSize = 200;  
pool.InstantiateWhenEmpty = true;  
pool.NotificationMode = NotificationMode.Interface;  
pool.LogMessages = LogLevel.Warning;  
  
// Initialise the pool. It will contain 50 objects.  
pool.Initialise();  
  
// Acquire one of the 50 objects from the pool. The Acquire method can be  
used safely if InstantiateWhenEmpty is true, or if a check is made to  
CanAcquire beforehand.  
GameObject instance = pool.Acquire();  
  
// Acquire one of the 49 remaining objects from the pool. TryAcquire can be  
used safely even when InstantiateWhenEmpty is false.  
GameObject secondInstance;  
if (pool.TryAcquire(out secondInstance)) {  
    // Release the object back to the pool. It now contains 49 objects again.  
    pool.Release(secondInstance);  
}  
  
// Release the object back to the pool. It now contains 50 objects.  
pool.Release(instance);
```

See Also

- [Umbrace.Unity.PurePool Namespace](#)
- [Umbrace.Unity.PurePool.GameObjectPoolManager](#)
- [Umbrace.Unity.PurePool.SerialisableGameObjectPool](#)
- [Umbrace.Unity.PurePool.IGameObjectPoolSettings](#)
- [Umbrace.Unity.PurePool.IObjectPool\(T\)](#)

GameObjectPool Constructor

Initializes a new instance of the [GameObjectPool](#) class

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObjectPool()
```

See Also

[GameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPool.GameObjectPool Properties

The [GameObjectPool](#) type exposes the following members.

Properties

| | Name | Description |
|---|--------------------------------------|---|
|  | CanAcquire | Gets a value indicating whether an instance can be acquired from the pool. An instance can be acquired when the pool contains at least one instance, or when InstantiateWhenEmpty is <code>true</code> (<code>True</code> in Visual Basic). (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | Count | Gets the number of objects currently contained by the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | Definition | Gets the settings that were used to initialise this pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | DontDestroyOnLoad | Gets or sets a value indicating whether the pool should persist between scene changes. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | Enabled | Gets or sets a value indicating whether pooling is enabled. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | InitialiseOnStart | Gets or sets a value indicating whether to initialise the pool in the MonoBehaviour Start method. Cannot be set once the pool has been initialised. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | InitialSize | Gets or sets the initial size of the pool. Cannot be set once the pool has been initialised. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | IsEmpty | Gets a value indicating whether the pool is empty and contains no objects. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | IsInitialised | Gets a value indicating whether the pool has been initialised. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | Items | Gets a list of items currently contained by the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | LogMessages | Gets or sets the level of log messaging that the pool will output. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | NotificationMode | Gets or sets the modes in which pooled objects are notified of their acquisition from, and release to, the pool. (Overrides PoolBase(TSource, TInstance, TSettings).NotificationMode .) |
|  | Pool | When implemented in a derived class, gets or sets the internal object pool. (Overrides PoolBase(TSource, TInstance, TSettings).Pool .) |

| | | |
|---|---------------------------------------|--|
|  | RecordStatistics | Gets or sets a value indicating whether to record pool statistics. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | ReparentPooledObjects | Gets or sets a value indicating whether to re-parent the pooled objects to the pool's Transform , after the objects are returned to the pool. (Overrides PoolBase(TSource, TInstance, TSettings).ReparentPooledObjects .) |
|  | Source | Gets or sets the source object that will be pooled. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | Statistics | Gets an object containing general operational statistics about the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  | WarnOnDestroy | Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use). (Overrides PoolBase(TSource, TInstance, TSettings).WarnOnDestroy .) |

See Also

[GameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPool.NotificationMode Property

Gets or sets the modes in which pooled objects are notified of their acquisition from, and release to, the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override NotificationMode NotificationMode { get; set; }
```

Property Value

Type: [NotificationMode](#)

Implements

[ISharedPoolSettings.NotificationMode](#)

[ISharedPoolSettings.NotificationMode](#)

Remarks

Depending on the modes chosen, the pool will inform the components on the pooled object in different ways. The modes can be combined to support components on the same object that require differing modes.

If a component needs to handle the notification but its class cannot be modified, a separate component should be created and attached to the object, which will handle the notification on the original component's behalf.

| Notification Mode | Description |
|---|---|
| Interface | A custom interface that is applied to any components that need to respond to the notification. Components attached to the pooled object should implement the IPoolable interface if they wish to perform actions when the object is acquired from, or released to, the pool. |
| SendMessage | The built-in Unity messaging system that sends notifications using the SendMessage(String) method. Components attached to the pooled object should implement the OnAcquire method to receive a notification when the object is acquired from the pool, and the OnRelease method to receive a notification when the object is released back to the pool. |
| UnityMessagingInterface | The built-in Unity messaging system that sends notifications using the ExecuteEvents class, using an interface applied to any components that need to respond to the notification. |

See Also

[GameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[Umbrace.Unity.PurePool.NotificationMode](#)

[Umbrace.Unity.PurePool.IPoolable](#)

`GameObject.SendMessage(String)`

GameObjectPool.Pool Property

When implemented in a derived class, gets or sets the internal object pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override SerializableObjectPool<GameObject> Pool { get; set; }
```

Property Value

Type: [SerializableObjectPool](#)([GameObject](#))

See Also

[GameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPool.ReparentPooledObjects Property

Gets or sets a value indicating whether to re-parent the pooled objects to the pool's **Transform**, after the objects are returned to the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override bool ReparentPooledObjects { get; set; }
```

Property Value

Type: [Boolean](#)

Implements

[ISharedPoolSettings.ReparentPooledObjects](#)

[ISharedPoolSettings.ReparentPooledObjects](#)

Remarks

Re-parenting is enabled by default and is the safest option, but comes with a small performance penalty. Disabling re-parenting provides the best performance but there is the increased risk of any of the objects being affected by other scripts. As the objects will be parented beneath various other objects, deleting of an unrelated object may cause the pooled object to also be deleted. You should pay great attention to what objects you destroy if re-parenting is disabled.

See Also

[GameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPool.WarnOnDestroy Property

Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override bool WarnOnDestroy { get; set; }
```

Property Value

Type: [Boolean](#)

Implements

[ISharedPoolSettings.WarnOnDestroy](#)

[ISharedPoolSettings.WarnOnDestroy](#)

Remarks

Poolable objects should be released to the pool and re-used, rather than being destroyed. This property ensures any destruction of the pooled objects is logged.

Unfortunately, scene changes may also cause pooled objects to be destroyed. In this case, the warning message will be shown incorrectly, and can safely be ignored.

See Also

[GameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPool.GameObjectPool Methods

The [GameObjectPool](#) type exposes the following members.

Methods

| | Name | Description |
|---|---|---|
| 💡 | Acquire() | Acquires an instance from the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
| 💡 | Acquire(Transform) | Acquires an instance of the source object, and sets its parent transform. |
| 💡 | Acquire(Transform, Boolean) | Acquires an instance of the source object, and sets its parent transform. |
| 💡 | Acquire(Vector3, Quaternion) | Acquires an instance of the source object, and sets its position and rotation. |
| 💡 | Acquire(Vector3, Quaternion, Transform) | Acquires an instance of the source object, and sets its parent transform, position and rotation. |
| 💡 | CanInitialise | When overridden in a derived class, determines whether the pool can be initialised. (Overrides PoolBase(TSource, TInstance, TSettings).CanInitialise() .) |
| 💡 | Clear | Clears the pool, emptying it of all pooled objects. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
| 💡 | CreateInternalPool | When implemented in a derived class, creates the internal object pool. (Overrides PoolBase(TSource, TInstance, TSettings).CreateInternalPool() .) |
| 💡 | CreateSettingsClone | When implemented in a derived class, creates a new instance of <i>TSettings</i> that is an exact copy of the specified settings. (Overrides PoolBase(TSource, TInstance, TSettings).CreateSettingsClone(TSettings) .) |
| 💡 | DestroyInstance | When implemented in a derived class, destroys the specified instance. (Overrides PoolBase(TSource, TInstance, TSettings).DestroyInstance(TInstance) .) |
| 💡 | Equals | (Inherited from Object .) |
| 💡 | Fill | Fills the pool, populating it with pooled objects until it reaches the maximum pool size. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
| 💡 | Finalize | (Inherited from Object .) |
| 💡 | GetHashCode | (Inherited from Object .) |
| 💡 | GetItems | Gets a list of items currently contained by the pool, and stores them in the specified List(T) . (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
| 💡 | GetType | (Inherited from Object .) |

| | |
|---|--|
|  Grow | Increases the number of objects contained by the pool by the specified amount. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  Initialise() | Initialises the pool, populating it with the initial number of objects. (Overrides PoolBase(TSource, TInstance, TSettings).Initialise() .) |
|  Initialise(TSettings) | Initialises the pool, populating it with the initial number of objects. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  MemberwiseClone | (Inherited from Object .) |
|  OnCanAcquireChanged | Raises the CanAcquireChanged event. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  OnCountChanged | Raises the CountChanged event. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  OnDestroy | (Overrides PoolBase(TSource, TInstance, TSettings).OnDestroy() .) |
|  OnDestroyed | Raises the Destroyed event. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  OnInitialised | Raises the Initialised event. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  OnObjectAcquired | Raises the ObjectAcquired event. (Overrides PoolBase(TSource, TInstance, TSettings).OnObjectAcquired(TInstance, Boolean) .) |
|  OnObjectDestroyed | Raises the ObjectDestroyed event. (Overrides PoolBase(TSource, TInstance, TSettings).OnObjectDestroyed(TInstance) .) |
|  OnObjectInstantiated | Raises the ObjectInstantiated event. (Overrides PoolBase(TSource, TInstance, TSettings).OnObjectInstantiated(TInstance) .) |
|  OnObjectReleased | Raises the ObjectReleased event. (Overrides PoolBase(TSource, TInstance, TSettings).OnObjectReleased(TInstance, Boolean) .) |
|  Release | Releases an instance back to the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  SetSize | Sets the number of objects contained by the pool, either destroying excess pooled objects, or instantiating new ones. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  Shrink | Decreases the number of objects contained by the pool by the specified amount. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  Start | (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  ToString | (Inherited from Object .) |
|  TryAcquire(TInstance) | Acquires an instance from the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  TryAcquire(Transform, GameObject) | Acquires an instance of the source object, and sets its parent transform. |

| | |
|--|--|
|  TryAcquire(Transform, Boolean, GameObject) | Acquires an instance of the source object, and sets its parent transform. |
|  TryAcquire(Vector3, Quaternion, GameObject) | Acquires an instance of the source object, and sets its position and rotation. |
|  TryAcquire(Vector3, Quaternion, Transform, GameObject) | Acquires an instance of the source object, and sets its parent transform, position and rotation. |

See Also

[GameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPool.Acquire Method

Overload List

| Name | Description |
|---|--|
|  Acquire() | Acquires an instance from the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  Acquire(Transform) | Acquires an instance of the source object, and sets its parent transform. |
|  Acquire(Transform, Boolean) | Acquires an instance of the source object, and sets its parent transform. |
|  Acquire(Vector3, Quaternion) | Acquires an instance of the source object, and sets its position and rotation. |
|  Acquire(Vector3, Quaternion, Transform) | Acquires an instance of the source object, and sets its parent transform, position and rotation. |

See Also

[GameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPool.Acquire Method (Transform)

Acquires an instance of the source object, and sets its parent transform.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObject Acquire(  
    Transform parent  
)
```

Parameters

parent

Type: `UnityEngine.Transform`

The transform to which the instance should be parented.

Return Value

Type: **GameObject**

An instance of the source object, [Source](#).

See Also

[GameObjectPool Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(TSource, TInstance, TSettings\).CanAcquire](#)

[GameObjectPool.TryAcquire\(Transform, GameObject\)](#)

[PoolBase\(TSource, TInstance, TSettings\).Release\(TInstance\)](#)

GameObjectPool.Acquire Method (Transform, Boolean)

Acquires an instance of the source object, and sets its parent transform.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObject Acquire(  
    Transform parent,  
    bool spawnInWorldSpace  
)
```

Parameters

parent

Type: `UnityEngine.Transform`

The transform to which the instance should be parented.

spawnInWorldSpace

Type: [System.Boolean](#)

`true`

(`True` in Visual Basic) if the original world position should be maintained when assigning the parent; otherwise, `false` (`False` in Visual Basic).

Return Value

Type: **GameObject**

An instance of the source object, [Source](#).

See Also

[GameObjectPool Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(TSource, TInstance, TSettings\).CanAcquire](#)

[GameObjectPool.TryAcquire\(Transform, GameObject\)](#)

[PoolBase\(TSource, TInstance, TSettings\).Release\(TInstance\)](#)

GameObjectPool.Acquire Method (Vector3, Quaternion)

Acquires an instance of the source object, and sets its position and rotation.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObject Acquire(  
    Vector3 position,  
    Quaternion rotation  
)
```

Parameters

position

Type: UnityEngine.Vector3

The position to set the instance's transform to.

rotation

Type: UnityEngine.Quaternion

The rotation to set the instance's transform to.

Return Value

Type: **GameObject**

An instance of the source object, [Source](#).

See Also

[GameObjectPool Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(TSource, TInstance, TSettings\).CanAcquire](#)

[GameObjectPool.TryAcquire\(Vector3, Quaternion, GameObject\)](#)

[PoolBase\(TSource, TInstance, TSettings\).Release\(TInstance\)](#)

GameObjectPool.Acquire Method (Vector3, Quaternion, Transform)

Acquires an instance of the source object, and sets its parent transform, position and rotation.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObject Acquire(  
    Vector3 position,  
    Quaternion rotation,  
    Transform parent  
)
```

Parameters

position

Type: [UnityEngine.Vector3](#)

The position to set the instance's transform to.

rotation

Type: [UnityEngine.Quaternion](#)

The rotation to set the instance's transform to.

parent

Type: [UnityEngine.Transform](#)

The transform to which the instance should be parented.

Return Value

Type: **GameObject**

An instance of the source object, [Source](#).

See Also

[GameObjectPool Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(TSource, TInstance, TSettings\).CanAcquire](#)

[GameObjectPool.TryAcquire\(Vector3, Quaternion, Transform, GameObject\)](#)

[PoolBase\(TSource, TInstance, TSettings\).Release\(TInstance\)](#)

GameObjectPool.CanInitialise Method

When overridden in a derived class, determines whether the pool can be initialised.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override bool CanInitialise()
```

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if the pool can be initialised; otherwise, `false` (`False` in Visual Basic).

See Also

[GameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPool.CreateInternalPool Method

When implemented in a derived class, creates the internal object pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override SerializableObjectPool<GameObject> CreateInternalPool()
```

Return Value

Type: [SerializableObjectPool\(GameObject\)](#)

The internal object pool to store instances in.

See Also

[GameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPool.CreateSettingsClone Method

When implemented in a derived class, creates a new instance of *TSettings* that is an exact copy of the specified settings.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override GameObjectPoolSettings CreateSettingsClone(  
    GameObjectPoolSettings settings  
)
```

Parameters

settings

Type: [Umbrace.Unity.PurePool.GameObjectPoolSettings](#)

The settings to copy.

Return Value

Type: [GameObjectPoolSettings](#)

A new instance of *TSettings* that is an exact copy of *settings*.

See Also

[GameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPool.DestroyInstance Method

When implemented in a derived class, destroys the specified instance.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override void DestroyInstance(  
    GameObject instance  
)
```

Parameters

instance

Type: UnityEngine.GameObject

The instance to destroy.

See Also

[GameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPool.Initialise Method

Overload List

| | Name | Description |
|---|---------------------------------------|--|
|  | Initialise() | Initialises the pool, populating it with the initial number of objects. (Overrides PoolBase(TSource, TInstance, TSettings).Initialise() .) |
|  | Initialise(TSettings) | Initialises the pool, populating it with the initial number of objects. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |

See Also

[GameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPool.Initialise Method

Initialises the pool, populating it with the initial number of objects.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override void Initialise()
```

Implements

[IPoolBase.Initialise\(\)](#)

Remarks

After [Initialise\(\)](#) has been called, the [Definition](#) property will contain the settings that were used to initialise the pool.

See Also

[GameObjectPool Class](#)

[Initialise Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPool.OnDestroy Method

[Missing <summary> documentation for "M:Umbrace.Unity.PurePool.GameObjectPool.OnDestroy"]

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override void OnDestroy()
```

See Also

[GameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPool.OnObjectAcquired Method

Raises the [ObjectAcquired](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override void OnObjectAcquired(  
    GameObject instance,  
    bool instantiated  
)
```

Parameters

instance

Type: [UnityEngine.GameObject](#)

The instance of the source object that was acquired from the pool.

instantiated

Type: [System.Boolean](#)

A value indicating whether the acquired object was instantiated specifically for this acquisition, rather than being taken from the pool.

See Also

[GameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPool.OnObjectDestroyed Method

Raises the [ObjectDestroyed](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override void OnObjectDestroyed(  
    GameObject instance  
)
```

Parameters

instance

Type: [UnityEngine.GameObject](#)

The instance of the source object that was destroyed.

See Also

[GameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPool.OnObjectInstantiated Method

Raises the [ObjectInstantiated](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override void OnObjectInstantiated(
    GameObject instance
)
```

Parameters

instance

Type: [UnityEngine.GameObject](#)

The instance of the source object that was instantiated.

See Also

[GameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPool.OnObjectReleased Method

Raises the [ObjectReleased](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override void OnObjectReleased(  
    GameObject instance,  
    bool destroying  
)
```

Parameters

instance

Type: [UnityEngine.GameObject](#)

The instance of the source object that was released back to the pool.

destroying

Type: [System.Boolean](#)

A value indicating whether the released object is about to be destroyed.

See Also

[GameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPool.TryAcquire Method

Overload List

| Name | Description |
|--|--|
|  TryAcquire(TInstance) | Acquires an instance from the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  TryAcquire(Transform, GameObject) | Acquires an instance of the source object, and sets its parent transform. |
|  TryAcquire(Transform, Boolean, GameObject) | Acquires an instance of the source object, and sets its parent transform. |
|  TryAcquire(Vector3, Quaternion, GameObject) | Acquires an instance of the source object, and sets its position and rotation. |
|  TryAcquire(Vector3, Quaternion, Transform, GameObject) | Acquires an instance of the source object, and sets its parent transform, position and rotation. |

See Also

[GameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPool.TryAcquire Method (Transform, GameObject)

Acquires an instance of the source object, and sets its parent transform.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(  
    Transform parent,  
    out GameObject instance  
)
```

Parameters

parent

Type: [UnityEngine.Transform](#)

The transform to which the instance should be parented.

instance

Type: [UnityEngine.GameObject](#)

When this method returns, contains the instance of [Source](#), if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of [Source](#) was acquired from the pool; otherwise, `false` (`False` in Visual Basic).

See Also

[GameObjectPool Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[GameObjectPool.Acquire\(Transform\)](#)

[PoolBase\(TSource, TInstance, TSettings\).Release\(TInstance\)](#)

GameObjectPool.TryAcquire Method (Transform, Boolean, GameObject)

Acquires an instance of the source object, and sets its parent transform.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(  
    Transform parent,  
    bool spawnInWorldSpace,  
    out GameObject instance  
)
```

Parameters

parent

Type: [UnityEngine.Transform](#)

The transform to which the instance should be parented.

spawnInWorldSpace

Type: [System.Boolean](#)

true

([True](#) in Visual Basic) if the original world position should be maintained when assigning the parent; otherwise, [false](#) ([False](#) in Visual Basic).

instance

Type: [UnityEngine.GameObject](#)

When this method returns, contains the instance of [Source](#), if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

[true](#) ([True](#) in Visual Basic) if an instance of [Source](#) was acquired from the pool; otherwise, [false](#) ([False](#) in Visual Basic).

See Also

[GameObjectPool Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[GameObjectPool.Acquire\(Transform\)](#)

[PoolBase\(TSource, TInstance, TSettings\).Release\(TInstance\)](#)

GameObjectPool.TryAcquire Method (Vector3, Quaternion, GameObject)

Acquires an instance of the source object, and sets its position and rotation.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(  
    Vector3 position,  
    Quaternion rotation,  
    out GameObject instance  
)
```

Parameters

position

Type: [UnityEngine.Vector3](#)

The position to set the instance's transform to.

rotation

Type: [UnityEngine.Quaternion](#)

The rotation to set the instance's transform to.

instance

Type: [UnityEngine.GameObject](#)

When this method returns, contains the instance of [Source](#), if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of [Source](#) was acquired from the pool; otherwise, `false` (`False` in Visual Basic).

See Also

[GameObjectPool Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[GameObjectPool.Acquire\(Vector3, Quaternion\)](#)

[PoolBase\(TSource, TInstance, TSettings\).Release\(TInstance\)](#)

GameObjectPool.TryAcquire Method (Vector3, Quaternion, Transform, GameObject)

Acquires an instance of the source object, and sets its parent transform, position and rotation.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(  
    Vector3 position,  
    Quaternion rotation,  
    Transform parent,  
    out GameObject instance  
)
```

Parameters

position

Type: [UnityEngine.Vector3](#)

The position to set the instance's transform to.

rotation

Type: [UnityEngine.Quaternion](#)

The rotation to set the instance's transform to.

parent

Type: [UnityEngine.Transform](#)

The transform to which the instance should be parented.

instance

Type: [UnityEngine.GameObject](#)

When this method returns, contains the instance of [Source](#), if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of [Source](#) was acquired from the pool; otherwise, `false` (`False` in Visual Basic).

See Also

[GameObjectPool Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[GameObjectPool.Acquire\(Vector3, Quaternion, Transform\)](#)

[PoolBase\(TSource, TInstance, TSettings\).Release\(TInstance\)](#)

GameObjectPool.GameObjectPool Events

The [GameObjectPool](#) type exposes the following members.

Events

| Name | Description |
|--|---|
|  CanAcquireChanged | Occurs when the value of CanAcquire changes. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  CountChanged | Occurs when Count changes. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  Destroyed | Occurs when the pool is destroyed. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  Initialised | Occurs when the pool is initialised. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  ObjectAcquired | Occurs when an instance of the source object is acquired from the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  ObjectDestroyed | Occurs when an instance of the source object is destroyed. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  ObjectInstantiated | Occurs when a new instance of the source object is instantiated. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |
|  ObjectReleased | Occurs when an instance of the source object is released back to the pool. (Inherited from PoolBase(TSource, TInstance, TSettings) .) |

See Also

[GameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPool.GameObjectPool Fields

The [GameObjectPool](#) type exposes the following members.

Fields

| Name | Description |
|---|--|
|  ObjectAcquiredEvent | Occurs when an instance of the source object is acquired from the pool. |
|  ObjectDestroyedEvent | Occurs when an instance of the source object is destroyed. |
|  ObjectInstantiatedEvent | Occurs when a new instance of the source object is instantiated. |
|  ObjectReleasedEvent | Occurs when an instance of the source object is released back to the pool. |

See Also

[GameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPool.ObjectAcquiredEvent Field

Occurs when an instance of the source object is acquired from the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[SerializeField]
[HideInInspector]
public GameObjectEvent ObjectAcquiredEvent
```

Field Value

Type: [GameObjectEvent](#)

See Also

[GameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPool.ObjectDestroyedEvent Field

Occurs when an instance of the source object is destroyed.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[SerializeField]
[HideInInspector]
public GameObjectEvent ObjectDestroyedEvent
```

Field Value

Type: [GameObjectEvent](#)

See Also

[GameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPool.ObjectInstantiatedEvent Field

Occurs when a new instance of the source object is instantiated.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[SerializeField]
[HideInInspector]
public GameObjectEvent ObjectInstantiatedEvent
```

Field Value

Type: [GameObjectEvent](#)

See Also

[GameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPool.ObjectReleasedEvent Field

Occurs when an instance of the source object is released back to the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[SerializeField]
[HideInInspector]
public GameObjectEvent ObjectReleasedEvent
```

Field Value

Type: [GameObjectEvent](#)

See Also

[GameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPoolManager Class

Manages a collection of [GameObjectPool](#) components, simplifying access to the pools and allowing for automatic pool creation.

Inheritance Hierarchy

[System.Object](#)

UnityEngine.Object

UnityEngine.Component

UnityEngine.Behaviour

UnityEngine.MonoBehaviour

[Umbrace.Unity.PurePool.PoolManagerBase](#)([GameObjectPoolManagerSettings](#), [GameObjectPool](#),
[GameObjectPoolSettings](#), [GameObject](#), [GameObject](#))

Umbrace.Unity.PurePool.GameObjectPoolManager

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public class GameObjectPoolManager :  
PoolManagerBase<GameObjectPoolManagerSettings, GameObjectPool,  
GameObjectPoolSettings, GameObject, GameObject>
```

The **GameObjectPoolManager** type exposes the following members.

Constructors

| | Name | Description |
|---|---------------------------------------|--|
|  | GameObjectPoolManager | Initializes a new instance of the GameObjectPoolManager class |

Properties

| | Name | Description |
|---|---------------------------------------|---|
|  | AcquireMode | Gets or sets the way in which to handle attempts to acquire an object, for which no pool exists. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  | AttachDescendentPools | Gets or sets value indicating whether to attach all descendent pools to the manager on startup. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  | DefaultPoolSettings | Gets the settings that are used when a new pool is created. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |

| | |
|---|---|
|  DontDestroyOnLoad | Gets or sets a value indicating whether the pool manager (and the pools beneath it) will remain in the scene when a new scene is loaded. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  Enabled | Gets or sets a value indicating whether pooling is enabled. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  Instance | Gets the GameObjectPoolManager found in the scene. |
|  ObjectPools | When overridden in a derived class, gets the internal object pool dictionary, mapping from the source object to its pool. (Overrides PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).ObjectPools .) |
|  PoolCount | Gets the number of pools attached to the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  Pools | Gets the collection of pools attached to the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |

Methods

| Name | Description |
|---|---|
|  Acquire(TSource) | Acquires an instance of <i>source</i> from an attached pool. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  Acquire(GameObject, Transform) | Acquires an instance of <i>sourceObject</i> from an attached pool, and sets its parent transform. |
|  Acquire(GameObject, Transform, Boolean) | Acquires an instance of <i>sourceObject</i> from an attached pool, and sets its parent transform. |
|  Acquire(GameObject, Vector3, Quaternion) | Acquires an instance of <i>sourceObject</i> from an attached pool, and sets its position and rotation. |
|  Acquire(GameObject, Vector3, Quaternion, Transform) | Acquires an instance of <i>sourceObject</i> from an attached pool, and sets its parent transform, position and rotation. |
|  AttachPool | Attaches the specified pool to the manager, allowing the manager to acquire and release instances from it. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  Awake | (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  CanAcquire | Determines whether an instance of <i>sourceObject</i> can be acquired from its pool. (Inherited from |

| | | |
|---|--|---|
| | | PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).) |
| ≡ | CreatePool(GameObject) | Creates a GameObjectPool that pools instances of <i>sourceObject</i> , and attaches it to the manager. The pool is created on a child object of the manager's game object. |
| ≡ | CreatePool(TPoolSettings) | Creates a new pool using the specified settings, and attaches it to the manager. The pool is created on a child object of the manager's game object. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).) |
| ≡ | CreatePool(GameObject, GameObject, Boolean) | Creates a GameObjectPool that pools instances of <i>sourceObject</i> , and attaches it to the manager. |
| ≡ | CreatePool(TPoolSettings, GameObject, Boolean, String) | Creates a new pool using the specified settings, and attaches it to the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).) |
| ≡ | DestroyPool | Destroys the specified pool that's attached to the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).) |
| ≡ | DetachPool | Detaches the specified pool from the manager, without destroying it. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).) |
| ≡ | Equals | (Inherited from Object .) |
| 💡 | Finalize | (Inherited from Object .) |
| ≡ | FindChildPools | Finds all pools that are parented to the manager's game object. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).) |
| ≡ | GetHashCode | (Inherited from Object .) |
| ≡ | GetPool | Gets the pool that handles instances of the specified source object. The manager must contain a matching pool to use this method. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).) |
| ≡ | GetPooledCount | Gets the number of instances of the specified object contained in the pool. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).) |
| 💡 | GetSourceName | When implemented in a derived class, gets the name of the specified source. (Overrides PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).GetSourceName(TSource) .) |
| ≡ | GetType | (Inherited from Object .) |
| ≡ | HasPool | Determines whether the manager has a pool that handles instances of the specified source object. (Inherited from |

| | | |
|---|---|--|
| | | PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).) |
| 💡 | InternalAcquire | When implemented in a derived class, attempts to acquire an instance of a source according to AcquireMode . (Overrides PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).InternalAcquire(TSource, TPool, TInstance).) |
| 💡 | IsAttached | Determines whether the specified pool is attached to the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).) |
| 💡 | IsPoolEmpty | Determines whether the pool is empty for instances of the specified object. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).) |
| 💡 | MemberwiseClone | (Inherited from Object .) |
| 💡 | OnPoolAttached | Raises the PoolAttached event. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).) |
| 💡 | OnPoolCreated | Raises the PoolCreated event. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).) |
| 💡 | OnPoolDestroyed | Raises the PoolDestroyed event. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).) |
| 💡 | OnPoolDetached | Raises the PoolDetached event. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).) |
| 💡 | Release | Releases an instance that was previously acquired from an attached pool. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).) |
| 💡 | ReleaseInternal | Releases an instance of a game object that was previously acquired from an attached pool. (Overrides PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).ReleaseInternal(TInstance).) |
| 💡 | ToString | (Inherited from Object .) |
| 💡 | TryAcquire(TSource, TInstance) | Acquires an instance of <i>sourceObject</i> from an attached pool. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).) |
| 💡 | TryAcquire(GameObject, Transform, GameObject) | Acquires an instance of <i>sourceObject</i> from an attached pool, and sets its parent transform. |

| | |
|--|---|
|  TryAcquire(GameObject, Transform, Boolean, GameObject) | Acquires an instance of <i>sourceObject</i> from an attached pool, and sets its parent transform. |
|  TryAcquire(GameObject, Vector3, Quaternion, GameObject) | Acquires an instance of <i>sourceObject</i> from an attached pool, and sets its position and rotation. |
|  TryAcquire(GameObject, Vector3, Quaternion, Transform, GameObject) | Acquires an instance of <i>sourceObject</i> from an attached pool, and sets its parent transform, position and rotation. |
|  TryGetPool | Gets the pool that handles instances of the specified source object. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |

Events

| | Name | Description |
|---|---|-------------|
|  PoolAttached | Occurs when a GameObjectPool is attached to the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) | |
|  PoolCreated | Occurs when a GameObjectPool is created by the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) | |
|  PoolDestroyed | Occurs when a GameObjectPool is destroyed by the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) | |
|  PoolDetached | Occurs when a GameObjectPool is detached from the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) | |

Examples

C#

```
// Create the manager as a component on a game object.
var manager = gameObject.AddComponent<GameObjectPoolManager>();

// Set up the manager's properties.
manager.DontDestroyOnLoad = true;
manager.AttachDescendentPools = true;
manager.AcquireMode = AcquireNoPoolMode.CreatePool;

// Attach an existing pool to the manager.
manager.AttachPool(pool);

// Create a pool that is attached to the manager.
manager.CreatePool(new GameObjectPoolSettings {
    Source = myPrefab,
    DontDestroyOnLoad = true,
    Enabled = true,
    Initialise.onStart = true,
    InitialSize = 10,
    InstantiateWhenEmpty = true,
    LogMessages = LogLevel.Warning,
```

```
MaximumSize = 50,
NotificationMode = NotificationMode.Interface,
RecordStatistics = true,
ReparentPooledObjects = true
});

// Acquire an instance of myPrefab from the manager. The Acquire method can
// be used safely if the myPrefab pool's InstantiateWhenEmpty property is true,
// or if a check is made to CanAcquire beforehand.
GameObject instance = manager.Acquire(myPrefab);

// Acquire another myPrefab instance from the manager. TryAcquire can be used
// safely even when InstantiateWhenEmpty is false.
GameObject secondInstance;
if (manager.TryAcquire(myPrefab, out secondInstance)) {
    // Release the instance back to the manager.
    manager.Release(secondInstance);
}

// Release the instance back to the manager.
manager.Release(instance);
```

See Also

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPoolManager Constructor

Initializes a new instance of the [GameObjectPoolManager](#) class

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObjectPoolManager()
```

See Also

[GameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPoolManager.GameObjectPoolManager Properties

The [GameObjectPoolManager](#) type exposes the following members.

Properties

| | Name | Description |
|--|---------------------------------------|---|
| | AcquireMode | Gets or sets the way in which to handle attempts to acquire an object, for which no pool exists. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
| | AttachDescendentPools | Gets or sets value indicating whether to attach all descendent pools to the manager on startup. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
| | DefaultPoolSettings | Gets the settings that are used when a new pool is created. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
| | DontDestroyOnLoad | Gets or sets a value indicating whether the pool manager (and the pools beneath it) will remain in the scene when a new scene is loaded. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
| | Enabled | Gets or sets a value indicating whether pooling is enabled. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
| | Instance | Gets the GameObjectPoolManager found in the scene. |
| | ObjectPools | When overridden in a derived class, gets the internal object pool dictionary, mapping from the source object to its pool. (Overrides PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).ObjectPools .) |
| | PoolCount | Gets the number of pools attached to the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
| | Pools | Gets the collection of pools attached to the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |

See Also

[GameObjectPoolManager Class](#)
[Umbrace.Unity.PurePool Namespace](#)

GameObjectPoolManager.Instance Property

Gets the [GameObjectPoolManager](#) found in the scene.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public static GameObjectPoolManager Instance { get; }
```

Property Value

Type: [GameObjectPoolManager](#)

Remarks

If more than one [GameObjectPoolManager](#) exists in the scene, the instance returned by this property is undefined.

If no [GameObjectPoolManager](#) is found in the scene, a new root **GameObject** is created with the [GameObjectPoolManager](#) component attached.

See Also

[GameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPoolManager.ObjectPools Property

When overridden in a derived class, gets the internal object pool dictionary, mapping from the source object to its pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override IDictionary<GameObject, GameObjectPool> ObjectPools { get;  
}
```

Property Value

Type: [IDictionary](#)([GameObject](#), [GameObjectPool](#))

See Also

[GameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPoolManager.GameObjectPoolManager Methods

The [GameObjectPoolManager](#) type exposes the following members.

Methods

| Name | Description |
|--|---|
| Acquire(TSource) | Acquires an instance of <i>source</i> from an attached pool. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
| Acquire(GameObject, Transform) | Acquires an instance of <i>sourceObject</i> from an attached pool, and sets its parent transform. |
| Acquire(GameObject, Transform, Boolean) | Acquires an instance of <i>sourceObject</i> from an attached pool, and sets its parent transform. |
| Acquire(GameObject, Vector3, Quaternion) | Acquires an instance of <i>sourceObject</i> from an attached pool, and sets its position and rotation. |
| Acquire(GameObject, Vector3, Quaternion, Transform) | Acquires an instance of <i>sourceObject</i> from an attached pool, and sets its parent transform, position and rotation. |
| AttachPool | Attaches the specified pool to the manager, allowing the manager to acquire and release instances from it. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
| Awake | (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
| CanAcquire | Determines whether an instance of <i>sourceObject</i> can be acquired from its pool. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
| CreatePool(GameObject) | Creates a GameObjectPool that pools instances of <i>sourceObject</i> , and attaches it to the manager. The pool is created on a child object of the manager's game object. |
| CreatePool(TPoolSettings) | Creates a new pool using the specified settings, and attaches it to the manager. The pool is created on a child object of the manager's game object. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
| CreatePool(GameObject, GameObject, Boolean) | Creates a GameObjectPool that pools instances of <i>sourceObject</i> , and attaches it to the manager. |
| CreatePool(TPoolSettings, GameObject, Boolean, String) | Creates a new pool using the specified settings, and attaches it to the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |

| | |
|---|--|
|  DestroyPool | Destroys the specified pool that's attached to the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  DetachPool | Detaches the specified pool from the manager, without destroying it. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  Equals | (Inherited from Object .) |
|  Finalize | (Inherited from Object .) |
|  FindChildPools | Finds all pools that are parented to the manager's game object. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  GetHashCode | (Inherited from Object .) |
|  GetPool | Gets the pool that handles instances of the specified source object. The manager must contain a matching pool to use this method. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  GetPooledCount | Gets the number of instances of the specified object contained in the pool. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  GetSourceName | When implemented in a derived class, gets the name of the specified source. (Overrides PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).GetSourceName(TSource) .) |
|  GetType | (Inherited from Object .) |
|  HasPool | Determines whether the manager has a pool that handles instances of the specified source object. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  InternalAcquire | When implemented in a derived class, attempts to acquire an instance of a source according to AcquireMode . (Overrides PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).InternalAcquire(TSource, TPool, TInstance) .) |
|  IsAttached | Determines whether the specified pool is attached to the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  IsPoolEmpty | Determines whether the pool is empty for instances of the specified object. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  MemberwiseClone | (Inherited from Object .) |

| | |
|--|--|
|  OnPoolAttached | Raises the PoolAttached event. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  OnPoolCreated | Raises the PoolCreated event. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  OnPoolDestroyed | Raises the PoolDestroyed event. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  OnPoolDetached | Raises the PoolDetached event. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  Release | Releases an instance that was previously acquired from an attached pool. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  ReleaseInternal | Releases an instance of a game object that was previously acquired from an attached pool. (Overrides PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).ReleaseInternal(TInstance) .) |
|  ToString | (Inherited from Object .) |
|  TryAcquire(TSource, TInstance) | Acquires an instance of <i>sourceObject</i> from an attached pool. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  TryAcquire(GameObject, Transform, GameObject) | Acquires an instance of <i>sourceObject</i> from an attached pool, and sets its parent transform. |
|  TryAcquire(GameObject, Transform, Boolean, GameObject) | Acquires an instance of <i>sourceObject</i> from an attached pool, and sets its parent transform. |
|  TryAcquire(GameObject, Vector3, Quaternion, GameObject) | Acquires an instance of <i>sourceObject</i> from an attached pool, and sets its position and rotation. |
|  TryAcquire(GameObject, Vector3, Quaternion, Transform, GameObject) | Acquires an instance of <i>sourceObject</i> from an attached pool, and sets its parent transform, position and rotation. |
|  TryGetPool | Gets the pool that handles instances of the specified source object. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |

See Also

[GameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPoolManager.Acquire Method

Overload List

| Name | Description |
|---|---|
|  Acquire(TSource) | Acquires an instance of <i>source</i> from an attached pool. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  Acquire(GameObject, Transform) | Acquires an instance of <i>sourceObject</i> from an attached pool, and sets its parent transform. |
|  Acquire(GameObject, Transform, Boolean) | Acquires an instance of <i>sourceObject</i> from an attached pool, and sets its parent transform. |
|  Acquire(GameObject, Vector3, Quaternion) | Acquires an instance of <i>sourceObject</i> from an attached pool, and sets its position and rotation. |
|  Acquire(GameObject, Vector3, Quaternion, Transform) | Acquires an instance of <i>sourceObject</i> from an attached pool, and sets its parent transform, position and rotation. |

See Also

[GameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPoolManager.Acquire Method (GameObject, Transform)

Acquires an instance of *sourceObject* from an attached pool, and sets its parent transform.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObject Acquire(  
    GameObject sourceObject,  
    Transform parent  
)
```

Parameters

sourceObject

Type: [UnityEngine.GameObject](#)

The game object to acquire an instance of.

parent

Type: [UnityEngine.Transform](#)

The transform to which the instance should be parented.

Return Value

Type: **GameObject**

An instance of *sourceObject* acquired from the pool.

See Also

[GameObjectPoolManager Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).CanAcquire\(TSource\)](#)

[GameObjectPoolManager.TryAcquire\(GameObject, Transform, GameObject\)](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).Release\(TInstance\)](#)

GameObjectPoolManager.Acquire Method (GameObject, Transform, Boolean)

Acquires an instance of *sourceObject* from an attached pool, and sets its parent transform.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObject Acquire(  
    GameObject sourceObject,  
    Transform parent,  
    bool spawnInWorldSpace  
)
```

Parameters

sourceObject

Type: [UnityEngine.GameObject](#)

The game object to acquire an instance of.

parent

Type: [UnityEngine.Transform](#)

The transform to which the instance should be parented.

spawnInWorldSpace

Type: [System.Boolean](#)

`true`

(`True` in Visual Basic) if the original world position should be maintained when assigning the parent; otherwise, `false` (`False` in Visual Basic).

Return Value

Type: **GameObject**

An instance of *sourceObject* acquired from the pool.

See Also

[GameObjectPoolManager Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).CanAcquire\(TSource\)](#)

[GameObjectPoolManager.TryAcquire\(GameObject, Transform, GameObject\)](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).Release\(TInstance\)](#)

GameObjectPoolManager.Acquire Method (GameObject, Vector3, Quaternion)

Acquires an instance of *sourceObject* from an attached pool, and sets its position and rotation.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObject Acquire(  
    GameObject sourceObject,  
    Vector3 position,  
    Quaternion rotation  
)
```

Parameters

sourceObject

Type: [UnityEngine.GameObject](#)

The game object to acquire an instance of.

position

Type: [UnityEngine.Vector3](#)

The position to set the instance's transform to.

rotation

Type: [UnityEngine.Quaternion](#)

The rotation to set the instance's transform to.

Return Value

Type: [GameObject](#)

An instance of *sourceObject* acquired from the pool.

See Also

[GameObjectPoolManager Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).CanAcquire\(TSource\)](#)

[GameObjectPoolManager.TryAcquire\(GameObject, Vector3, Quaternion, GameObject\)](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).Release\(TInstance\)](#)

GameObjectPoolManager.Acquire Method (GameObject, Vector3, Quaternion, Transform)

Acquires an instance of *sourceObject* from an attached pool, and sets its parent transform, position and rotation.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObject Acquire(  
    GameObject sourceObject,  
    Vector3 position,  
    Quaternion rotation,  
    Transform parent  
)
```

Parameters

sourceObject

Type: [UnityEngine.GameObject](#)

The game object to acquire an instance of.

position

Type: [UnityEngine.Vector3](#)

The position to set the instance's transform to.

rotation

Type: [UnityEngine.Quaternion](#)

The rotation to set the instance's transform to.

parent

Type: [UnityEngine.Transform](#)

The transform to which the instance should be parented.

Return Value

Type: **GameObject**

An instance of *sourceObject* acquired from the pool.

See Also

[GameObjectPoolManager Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).CanAcquire\(TSource\)](#)

[GameObjectPoolManager.TryAcquire\(GameObject, Vector3, Quaternion, Transform, GameObject\)](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).Release\(TInstance\)](#)

GameObjectPoolManager.CreatePool Method

Overload List

| Name | Description |
|--|---|
|  CreatePool(GameObject) | Creates a GameObjectPool that pools instances of <i>sourceObject</i> , and attaches it to the manager. The pool is created on a child object of the manager's game object. |
|  CreatePool(TPoolSettings) | Creates a new pool using the specified settings, and attaches it to the manager. The pool is created on a child object of the manager's game object. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  CreatePool(GameObject, GameObject, Boolean) | Creates a GameObjectPool that pools instances of <i>sourceObject</i> , and attaches it to the manager. |
|  CreatePool(TPoolSettings, GameObject, Boolean, String) | Creates a new pool using the specified settings, and attaches it to the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |

See Also

[GameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPoolManager.CreatePool Method (GameObject)

Creates a [GameObjectPool](#) that pools instances of *sourceObject*, and attaches it to the manager. The pool is created on a child object of the manager's game object.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObjectPool CreatePool(  
    GameObject sourceObject  
)
```

Parameters

sourceObject

Type: UnityEngine.GameObject

The **GameObject** to be pooled.

Return Value

Type: [GameObjectPool](#)

The newly-created [GameObjectPool](#).

See Also

[GameObjectPoolManager Class](#)

[CreatePool Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPoolManager.CreatePool Method (GameObject, GameObject, Boolean)

Creates a [GameObjectPool](#) that pools instances of *sourceObject*, and attaches it to the manager.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObjectPool CreatePool(  
    GameObject sourceObject,  
    GameObject parent,  
    bool createContainer = false  
)
```

Parameters

sourceObject

Type: UnityEngine.GameObject

The **GameObject** to be pooled.

parent

Type: UnityEngine.GameObject

The **GameObject** that the pool should be attached to, either directly or indirectly depending on *createContainer*.

createContainer (Optional)

Type: [System.Boolean](#)

true

(*True* in Visual Basic) to create the pool on a child object parented to *parent*; *false* (*False* in Visual Basic) to create the pool directly on *parent*.

Return Value

Type: [GameObjectPool](#)

The newly-created [GameObjectPool](#).

See Also

[GameObjectPoolManager Class](#)

[CreatePool Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPoolManager.GetSourceName Method

When implemented in a derived class, gets the name of the specified source.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override string GetSourceName(  
    GameObject source  
)
```

Parameters

source

Type: [UnityEngine.GameObject](#)

The source to get the name of.

Return Value

Type: [String](#)

The name of the specified source.

See Also

[GameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPoolManager.InternalAcquire Method

When implemented in a derived class, attempts to acquire an instance of a source according to [AcquireMode](#).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override bool InternalAcquire(  
    GameObject sourceObject,  
    out GameObjectPool pool,  
    out GameObject instance  
)
```

Parameters

sourceObject

Type: [UnityEngine.GameObject](#)

The source to acquire an instance of.

pool

Type: [Umbrace.Unity.PurePool.GameObjectPool](#)

When this method returns, contains the pool for the specified source, if one was created; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

instance

Type: [UnityEngine.GameObject](#)

When this method returns, contains the instance of the specified source, if one was created; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if a pool exists for the specified source; otherwise, `false` (`False` in Visual Basic).

Exceptions

| Exception | Condition |
|-----------------------------------|---|
| ArgumentException | If no pool exists for the specified source, and AcquireMode is set to Error . |

See Also

[GameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPoolManager.ReleaseInternal Method

Releases an instance of a game object that was previously acquired from an attached pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override void ReleaseInternal(  
    GameObject instance  
)
```

Parameters

instance

Type: UnityEngine.GameObject

The instance to release back to its pool.

See Also

[GameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPoolManager.TryAcquire Method

Overload List

| Name | Description |
|--|--|
|  TryAcquire(TSource, TInstance) | Acquires an instance of <i>sourceObject</i> from an attached pool. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  TryAcquire(GameObject, Transform, GameObject) | Acquires an instance of <i>sourceObject</i> from an attached pool, and sets its parent transform. |
|  TryAcquire(GameObject, Transform, Boolean, GameObject) | Acquires an instance of <i>sourceObject</i> from an attached pool, and sets its parent transform. |
|  TryAcquire(GameObject, Vector3, Quaternion, GameObject) | Acquires an instance of <i>sourceObject</i> from an attached pool, and sets its position and rotation. |
|  TryAcquire(GameObject, Vector3, Quaternion, Transform, GameObject) | Acquires an instance of <i>sourceObject</i> from an attached pool, and sets its parent transform, position and rotation. |

See Also

[GameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPoolManager.TryAcquire Method (GameObject, Transform, GameObject)

Acquires an instance of *sourceObject* from an attached pool, and sets its parent transform.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(  
    GameObject sourceObject,  
    Transform parent,  
    out GameObject instance  
)
```

Parameters

sourceObject

Type: [UnityEngine.GameObject](#)

The game object to acquire an instance of.

parent

Type: [UnityEngine.Transform](#)

The transform to which the instance should be parented.

instance

Type: [UnityEngine.GameObject](#)

When this method returns, contains the instance of *sourceObject*, if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of *sourceObject* was acquired from an attached pool; otherwise, `false` (`False` in Visual Basic).

See Also

[GameObjectPoolManager Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[GameObjectPoolManager.Acquire\(GameObject, Transform\)](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).Release\(TInstance\)](#)

GameObjectPoolManager.TryAcquire Method (GameObject, Transform, Boolean, GameObject)

Acquires an instance of *sourceObject* from an attached pool, and sets its parent transform.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(  
    GameObject sourceObject,  
    Transform parent,  
    bool spawnInWorldSpace,  
    out GameObject instance  
)
```

Parameters

sourceObject

Type: [UnityEngine.GameObject](#)

The game object to acquire an instance of.

parent

Type: [UnityEngine.Transform](#)

The transform to which the instance should be parented.

spawnInWorldSpace

Type: [System.Boolean](#)

true

([True](#) in Visual Basic) if the original world position should be maintained when assigning the parent; otherwise, [false](#) ([False](#) in Visual Basic).

instance

Type: [UnityEngine.GameObject](#)

When this method returns, contains the instance of *sourceObject*, if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

[true](#) ([True](#) in Visual Basic) if an instance of *sourceObject* was acquired from an attached pool; otherwise, [false](#) ([False](#) in Visual Basic).

See Also

[GameObjectPoolManager Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[GameObjectPoolManager.Acquire\(GameObject, Transform\)](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).Release\(TInstance\)](#)

GameObjectPoolManager.TryAcquire Method (GameObject, Vector3, Quaternion, GameObject)

Acquires an instance of *sourceObject* from an attached pool, and sets its position and rotation.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(  
    GameObject sourceObject,  
    Vector3 position,  
    Quaternion rotation,  
    out GameObject instance  
)
```

Parameters

sourceObject

Type: [UnityEngine.GameObject](#)

The game object to acquire an instance of.

position

Type: [UnityEngine.Vector3](#)

The position to set the instance's transform to.

rotation

Type: [UnityEngine.Quaternion](#)

The rotation to set the instance's transform to.

instance

Type: [UnityEngine.GameObject](#)

When this method returns, contains the instance of *sourceObject*, if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of *sourceObject* was acquired from an attached pool; otherwise, `false` (`False` in Visual Basic).

See Also

[GameObjectPoolManager Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[GameObjectPoolManager.Acquire\(GameObject, Vector3, Quaternion\)](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).Release\(TInstance\)](#)

GameObjectPoolManager.TryAcquire Method (GameObject, Vector3, Quaternion, Transform, GameObject)

Acquires an instance of *sourceObject* from an attached pool, and sets its parent transform, position and rotation.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(  
    GameObject sourceObject,  
    Vector3 position,  
    Quaternion rotation,  
    Transform parent,  
    out GameObject instance  
)
```

Parameters

sourceObject

Type: `UnityEngine.GameObject`

The game object to acquire an instance of.

position

Type: `UnityEngine.Vector3`

The position to set the instance's transform to.

rotation

Type: `UnityEngine.Quaternion`

The rotation to set the instance's transform to.

parent

Type: `UnityEngine.Transform`

The transform to which the instance should be parented.

instance

Type: `UnityEngine.GameObject`

When this method returns, contains the instance of *sourceObject*, if one could be acquired; otherwise, a null reference (`Nothing` in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: `Boolean`

`true` (`True` in Visual Basic) if an instance of *sourceObject* was acquired from an attached pool; otherwise, `false` (`False` in Visual Basic).

See Also

[GameObjectPoolManager Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[GameObjectPoolManager.Acquire\(GameObject, Vector3, Quaternion, Transform\)](#)

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\).Release\(TInstance\)](#)

GameObjectPoolManager.GameObjectPoolManager Events

The [GameObjectPoolManager](#) type exposes the following members.

Events

| | Name | Description |
|---|-------------------------------|---|
|  | PoolAttached | Occurs when a GameObjectPool is attached to the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  | PoolCreated | Occurs when a GameObjectPool is created by the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  | PoolDestroyed | Occurs when a GameObjectPool is destroyed by the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |
|  | PoolDetached | Occurs when a GameObjectPool is detached from the manager. (Inherited from PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) .) |

See Also

[GameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPoolManagerSettings Class

A container class for the settings that a [GameObjectPoolManager](#) can have.

Inheritance Hierarchy

[System.Object](#)

[Umbrace.Unity.PurePool.PoolManagerSettings](#)([GameObjectPoolSettings](#), [GameObject](#))

Umbrace.Unity.PurePool.GameObjectPoolManagerSettings

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[SerializableAttribute]  
public class GameObjectPoolManagerSettings :  
PoolManagerSettings<GameObjectPoolSettings, GameObject>
```

The **GameObjectPoolManagerSettings** type exposes the following members.

Constructors

| | Name | Description |
|---|---|---|
|  | GameObjectPoolManagerSettings | Initialises a new instance of the GameObjectPoolManagerSettings class. |

Properties

| | Name | Description |
|---|---------------------------------------|--|
|  | AcquireMode | (Inherited from PoolManagerSettings(TPoolSettings, TSource) .) |
|  | AttachDescendentPools | (Inherited from PoolManagerSettings(TPoolSettings, TSource) .) |
|  | DefaultPoolSettings | (Inherited from PoolManagerSettings(TPoolSettings, TSource) .) |
|  | DontDestroyOnLoad | (Inherited from PoolManagerSettings(TPoolSettings, TSource) .) |
|  | IsPoolingEnabled | (Inherited from PoolManagerSettings(TPoolSettings, TSource) .) |

Methods

| | Name | Description |
|---|---------------------------------|---|
|  | Equals | (Inherited from Object .) |
|  | Finalize | (Inherited from Object .) |
|  | GetHashCode | (Inherited from Object .) |
|  | GetType | (Inherited from Object .) |
|  | MemberwiseClone | (Inherited from Object .) |

| | | |
|---|--------------------------|---|
|  | ToString | (Inherited from Object .) |
|---|--------------------------|---|

See Also

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPoolManagerSettings Constructor

Initialises a new instance of the [GameObjectPoolManagerSettings](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObjectPoolManagerSettings()
```

See Also

[GameObjectPoolManagerSettings Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPoolManagerSettings.GameObjectPoolManagerSettings Properties

The [GameObjectPoolManagerSettings](#) type exposes the following members.

Properties

| Name | Description |
|---|--|
|  AcquireMode | (Inherited from PoolManagerSettings(TPoolSettings, TSource) .) |
|  AttachDescendentPools | (Inherited from PoolManagerSettings(TPoolSettings, TSource) .) |
|  DefaultPoolSettings | (Inherited from PoolManagerSettings(TPoolSettings, TSource) .) |
|  DontDestroyOnLoad | (Inherited from PoolManagerSettings(TPoolSettings, TSource) .) |
|  IsPoolingEnabled | (Inherited from PoolManagerSettings(TPoolSettings, TSource) .) |

See Also

[GameObjectPoolManagerSettings Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPoolManagerSettings.GameObjectPoolManagerSettings Methods

The [GameObjectPoolManagerSettings](#) type exposes the following members.

Methods

| | Name | Description |
|--|---------------------------------|---|
| | Equals | (Inherited from Object .) |
| | Finalize | (Inherited from Object .) |
| | GetHashCode | (Inherited from Object .) |
| | GetType | (Inherited from Object .) |
| | MemberwiseClone | (Inherited from Object .) |
| | ToString | (Inherited from Object .) |

See Also

[GameObjectPoolManagerSettings Class](#)
[Umbrace.Unity.PurePool Namespace](#)

GameObjectPoolSettings Class

A container class for the settings that a [GameObjectPool](#) can have.

Inheritance Hierarchy

[System.Object](#)

[Umbrace.Unity.PurePool.SharedPoolSettings\(GameObject\)](#)

Umbrace.Unity.PurePool.GameObjectPoolSettings

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[SerializableAttribute]
public class GameObjectPoolSettings : SharedPoolSettings<GameObject>,
    IGameObjectPoolSettings, ISharedPoolSettings<GameObject>,
ISharedPoolSettings
```

The **GameObjectPoolSettings** type exposes the following members.

Constructors

| | Name | Description |
|---|--|--|
|  | GameObjectPoolSettings() | Initialises a new instance of the GameObjectPoolSettings class. |
|  | GameObjectPoolSettings(GameObjectPoolSettings) | Initialises a new instance of the GameObjectPoolSettings class, using the specified settings. |

Properties

| | Name | Description |
|---|-----------------------------------|---|
|  | DefaultSettings | Gets the default settings. |
|  | DontDestroyOnLoad | Gets or sets a value indicating whether the pool should persist between scene changes. (Inherited from SharedPoolSettings(TSource) .) |
|  | Enabled | Gets or sets a value indicating whether pooling is enabled. (Inherited from SharedPoolSettings(TSource) .) |
|  | Frozen | Gets a value indicating whether the object has been frozen, and cannot be modified. (Inherited from SharedPoolSettings(TSource) .) |
|  | InitialiseOnStart | Gets or sets a value indicating whether to initialise the pool in the MonoBehaviour Start method. (Inherited from SharedPoolSettings(TSource) .) |

| | |
|---|---|
|  InitialSize | Gets or sets the initial size of the pool. (Inherited from SharedPoolSettings(TSource) .) |
|  InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. (Inherited from SharedPoolSettings(TSource) .) |
|  LogMessages | Gets or sets the level of log messaging that the pool will output. (Inherited from SharedPoolSettings(TSource) .) |
|  MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. (Inherited from SharedPoolSettings(TSource) .) |
|  NotificationMode | Gets or sets the modes in which pooled objects are notified of their acquisition from, and release to, the pool. (Inherited from SharedPoolSettings(TSource) .) |
|  RecordStatistics | Gets or sets a value indicating whether to record pool statistics. (Inherited from SharedPoolSettings(TSource) .) |
|  ReparentPooledObjects | Gets or sets a value indicating whether to re-parent the pooled objects to the pool's transform, after the objects are released. (Inherited from SharedPoolSettings(TSource) .) |
|  Source | Gets or sets the game object that the pool will be used for. (Overrides SharedPoolSettings(TSource).Source .) |
|  WarnOnDestroy | Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use). (Inherited from SharedPoolSettings(TSource) .) |

Methods

| | Name | Description |
|---|--|-------------|
|  EnsureNotFrozen | Ensures the SharedPoolSettings(TSource) has not been frozen, and throws an exception if it has. (Inherited from SharedPoolSettings(TSource) .) | |
|  Equals | (Inherited from Object .) | |
|  Finalize | (Inherited from Object .) | |
|  Freeze | Freezes the object and prevents modifications being made to it. (Inherited from SharedPoolSettings(TSource) .) | |
|  GetHashCode | (Inherited from Object .) | |
|  GetType | (Inherited from Object .) | |
|  MemberwiseClone | (Inherited from Object .) | |
|  ToString | (Inherited from Object .) | |

See Also

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPoolSettings Constructor

Overload List

| Name | Description |
|--|---|
|  GameObjectPoolSettings() | Initialises a new instance of the GameObjectPoolSettings class. |
|  GameObjectPoolSettings(GameObjectPoolSettings) | Initialises a new instance of the GameObjectPoolSettings class, using the specified settings. |

See Also

[GameObjectPoolSettings Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPoolSettings Constructor

Initialises a new instance of the [GameObjectPoolSettings](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObjectPoolSettings()
```

See Also

[GameObjectPoolSettings Class](#)

[GameObjectPoolSettings Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPoolSettings Constructor (GameObjectPoolSettings)

Initialises a new instance of the [GameObjectPoolSettings](#) class, using the specified settings.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObjectPoolSettings(  
    GameObjectPoolSettings settings  
)
```

Parameters

settings

Type: [Umbrace.Unity.PurePool.GameObjectPoolSettings](#)

The settings to copy the values from.

See Also

[GameObjectPoolSettings Class](#)

[GameObjectPoolSettings Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPoolSettings.GameObjectPoolSettings Properties

The [GameObjectPoolSettings](#) type exposes the following members.

Properties

| | Name | Description |
|---|---------------------------------------|---|
|  | DefaultSettings | Gets the default settings. |
|  | | |
|  | DontDestroyOnLoad | Gets or sets a value indicating whether the pool should persist between scene changes. (Inherited from SharedPoolSettings(TSource) .) |
|  | Enabled | Gets or sets a value indicating whether pooling is enabled. (Inherited from SharedPoolSettings(TSource) .) |
|  | Frozen | Gets a value indicating whether the object has been frozen, and cannot be modified. (Inherited from SharedPoolSettings(TSource) .) |
|  | InitialiseOnStart | Gets or sets a value indicating whether to initialise the pool in the MonoBehaviour Start method. (Inherited from SharedPoolSettings(TSource) .) |
|  | InitialSize | Gets or sets the initial size of the pool. (Inherited from SharedPoolSettings(TSource) .) |
|  | InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. (Inherited from SharedPoolSettings(TSource) .) |
|  | LogMessages | Gets or sets the level of log messaging that the pool will output. (Inherited from SharedPoolSettings(TSource) .) |
|  | MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. (Inherited from SharedPoolSettings(TSource) .) |
|  | NotificationMode | Gets or sets the modes in which pooled objects are notified of their acquisition from, and release to, the pool. (Inherited from SharedPoolSettings(TSource) .) |
|  | RecordStatistics | Gets or sets a value indicating whether to record pool statistics. (Inherited from SharedPoolSettings(TSource) .) |
|  | ReparentPooledObjects | Gets or sets a value indicating whether to re-parent the pooled objects to the pool's transform, after the objects are released. (Inherited from SharedPoolSettings(TSource) .) |
|  | Source | Gets or sets the game object that the pool will be used for. (Overrides SharedPoolSettings(TSource).Source .) |
|  | WarnOnDestroy | Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use). (Inherited from SharedPoolSettings(TSource) .) |

See Also

[GameObjectPoolSettings Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPoolSettings.DefaultSettings Property

Gets the default settings.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public static GameObjectPoolSettings DefaultSettings { get; }
```

Property Value

Type: [GameObjectPoolSettings](#)

See Also

[GameObjectPoolSettings Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPoolSettings.Source Property

Gets or sets the game object that the pool will be used for.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override GameObject Source { get; set; }
```

Property Value

Type: **GameObject**

Implements

[ISharedPoolSettings\(TSource\).Source](#)

[ISharedPoolSettings\(TSource\).Source](#)

Exceptions

| Exception | Condition |
|---|--|
| InvalidOperationException | When setting the value of Source , if the GameObjectPoolSettings has been frozen. |

See Also

[GameObjectPoolSettings Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GameObjectPoolSettings.GameObjectPoolSettings Methods

The [GameObjectPoolSettings](#) type exposes the following members.

Methods

| | Name | Description |
|--|---------------------------------|--|
| | EnsureNotFrozen | Ensures the SharedPoolSettings(TSource) has not been frozen, and throws an exception if it has. (Inherited from SharedPoolSettings(TSource) .) |
| | Equals | (Inherited from Object .) |
| | Finalize | (Inherited from Object .) |
| | Freeze | Freezes the object and prevents modifications being made to it. (Inherited from SharedPoolSettings(TSource) .) |
| | GetHashCode | (Inherited from Object .) |
| | GetType | (Inherited from Object .) |
| | MemberwiseClone | (Inherited from Object .) |
| | ToString | (Inherited from Object .) |

See Also

[GameObjectPoolSettings Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GenericObjectPool(*T*) Class

A generic implementation of an object pool, that allows for recycling and reuse of objects of type *T*.

Inheritance Hierarchy

[System.Object](#)

Umbrace.Unity.PurePool.GenericObjectPool(*T*)

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public class GenericObjectPool<T> : IObjectPool<T>,
    IObjectPool
```

Type Parameters

T

The type of object being pooled.

The GenericObjectPool(*T*) type exposes the following members.

Constructors

| | Name | Description |
|--|---|--|
| | GenericObjectPool()() | Initialises a new instance of the GenericObjectPool(<i>T</i>) class. |
| | GenericObjectPool(<i>T</i>)(Func(<i>T</i>)) | Initialises a new instance of the GenericObjectPool(<i>T</i>) class. |
| | GenericObjectPool(<i>T</i>)(Int32, Int32) | Initialises a new instance of the GenericObjectPool(<i>T</i>) class. |
| | GenericObjectPool(<i>T</i>)(Func(<i>T</i>), Int32, Int32) | Initialises a new instance of the GenericObjectPool(<i>T</i>) class. |

Properties

| | Name | Description |
|--|--------------------------------------|--|
| | CanAcquire | Gets a value indicating whether an instance can be acquired from the pool. An instance can be acquired when the pool contains at least one instance, or when InstantiateWhenEmpty is <code>true</code> (<code>True</code> in Visual Basic). |
| | Count | Gets the number of objects currently contained by the pool. |
| | InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. |
| | IsEmpty | Gets a value indicating whether the pool is empty and contains no objects. |

| | |
|--|---|
|  IsFull | Gets a value indicating whether the pool is full, and cannot contain any more objects. |
|  Items | Gets a list of items currently contained by the pool. |
|  LogMessages | Gets or sets the level of log messaging that the pool will output. |
|  MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. |
|  RecordStatistics | Gets or sets a value indicating whether to record pool statistics. |
|  Statistics | Gets an object containing general operational statistics about the pool. |

Methods

| | Name | Description |
|--|---|-------------|
|  Acquire | Acquires an object from the pool. | |
|  Clear | Clears the pool, emptying it of all pooled objects. | |
|  Contains | Determines whether an instance is in the pool. | |
|  Equals | (Inherited from Object .) | |
|  Fill | Fills the pool, populating it with pooled objects until it reaches the maximum pool size. | |
|  Finalize | (Inherited from Object .) | |
|  GetHashCode | (Inherited from Object .) | |
|  GetItems | Gets a list of items currently contained by the pool, and stores them in the specified List(T) . | |
|  GetType | (Inherited from Object .) | |
|  MemberwiseClone | (Inherited from Object .) | |
|  OnCanAcquireChanged | Raises the CanAcquireChanged event. | |
|  OnCountChanged | Raises the CountChanged event. | |
|  OnObjectAcquired | Raises the ObjectAcquired event. | |
|  OnObjectDestroyed | Raises the ObjectDestroyed event. | |
|  OnObjectInstantiated | Raises the ObjectInstantiated event. | |
|  OnObjectReleased | Raises the ObjectReleased event. | |
|  Release | Releases an object back to the pool. | |
|  Remove | Removes the specified instance from the pool. | |
|  SetSize | Sets the number of objects contained by the pool, either destroying excess pooled objects, or instantiating new ones. | |
|  ToString | (Inherited from Object .) | |
|  TryAcquire | Acquires an object from the pool. | |

Events

| | Name | Description |
|--|------|--|
|  CanAcquireChanged | | Occurs when the value of CanAcquire changes. |
|  CountChanged | | Occurs when Count changes. |
|  ObjectAcquired | | Occurs when an object is acquired from the pool. |
|  ObjectDestroyed | | Occurs when an object is destroyed. |
|  ObjectInstantiated | | Occurs when a new object is instantiated. |
|  ObjectReleased | | Occurs when an object is released back to the pool. |

Fields

| | Name | Description |
|--|------|--|
|   DefaultInitialSize | | The default initial size of newly-created pools. |
|   DefaultMaximumSize | | The default maximum size of newly-created pools. |

See Also

[Umbrace.Unity.PurePool Namespace](#)

[Umbrace.Unity.PurePool.IObjectPool\(T\)](#)

GenericObjectPool(*T*) Constructor

Overload List

| Name | Description |
|---|--|
|  GenericObjectPool(<i>T</i>)() | Initialises a new instance of the GenericObjectPool(<i>T</i>) class. |
|  GenericObjectPool(<i>T</i>)(Func(<i>T</i>)) | Initialises a new instance of the GenericObjectPool(<i>T</i>) class. |
|  GenericObjectPool(<i>T</i>)(Int32, Int32) | Initialises a new instance of the GenericObjectPool(<i>T</i>) class. |
|  GenericObjectPool(<i>T</i>)(Func(<i>T</i>), Int32, Int32) | Initialises a new instance of the GenericObjectPool(<i>T</i>) class. |

See Also

[GenericObjectPool\(*T*\)Class](#)
[Umbrace.Unity.PurePool Namespace](#)

GenericObjectPool(*T*) Constructor

Initialises a new instance of the [GenericObjectPool\(*T*\)](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GenericObjectPool()
```

Exceptions

| Exception | Condition |
|---|---|
| InvalidOperationException | If type <i>T</i> has no public parameterless constructor. |

Remarks

This constructor uses the public parameterless constructor on type *T* for the creation of new objects. If you need to have greater control over the creation of new objects, or *T* does not have a public parameterless constructor, you should use the overloaded constructor that takes a factory method, [GenericObjectPool\(*T*\)\(Func\(*T*\)\)](#).

See Also

- [GenericObjectPool\(*T*\)Class](#)
- [GenericObjectPool\(*T*\)Overload](#)
- [Umbrace.Unity.PurePool Namespace](#)

GenericObjectPool(*T*) Constructor (Func(*T*))

Initialises a new instance of the [GenericObjectPool\(*T*\)](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GenericObjectPool(
    Func<T> factory
)
```

Parameters

factory

Type: [System.Func\(*T*\)](#)

A factory method that constructs and returns a new object each time it is invoked.

See Also

[GenericObjectPool\(*T*\)Class](#)

[GenericObjectPool\(*T*\)Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

GenericObjectPool(*T*) Constructor (Int32, Int32)

Initialises a new instance of the [GenericObjectPool\(*T*\)](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GenericObjectPool(
    int initialSize,
    int maximumSize
)
```

Parameters

initialSize

Type: [System.Int32](#)

The initial number of objects to populate the pool with.

maximumSize

Type: [System.Int32](#)

The maximum size of the pool, which is the maximum number of objects it can contain.

Exceptions

| Exception | Condition |
|---|---|
| InvalidOperationException | If type <i>T</i> has no public parameterless constructor. |

Remarks

This constructor uses the public parameterless constructor on type *T* for the creation of new objects. If you need to have greater control over the creation of new objects, or *T* does not have a public parameterless constructor, you should use the overloaded constructor that takes a factory method, [GenericObjectPool\(*T*\)\(Func\(*T*\), Int32, Int32\)](#).

See Also

[GenericObjectPool\(*T*\)Class](#)

[GenericObjectPool\(*T*\)Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

GenericObjectPool(*T*) Constructor (Func(*T*), Int32, Int32)

Initialises a new instance of the [GenericObjectPool\(*T*\)](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GenericObjectPool(
    Func<T> factory,
    int initialSize,
    int maximumSize
)
```

Parameters

factory

Type: [System.Func\(*T*\)](#)

A factory method that constructs and returns a new object each time it is invoked.

initialSize

Type: [System.Int32](#)

The initial number of objects to populate the pool with.

maximumSize

Type: [System.Int32](#)

The maximum size of the pool, which is the maximum number of objects it can contain.

See Also

[GenericObjectPool\(*T*\)Class](#)

[GenericObjectPool\(*T*\)Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

GenericObjectPool(*T*).GenericObjectPool(*T*) Properties

The [GenericObjectPool\(*T*\)](#) generic type exposes the following members.

Properties

| | Name | Description |
|--|--------------------------------------|--|
| | CanAcquire | Gets a value indicating whether an instance can be acquired from the pool. An instance can be acquired when the pool contains at least one instance, or when InstantiateWhenEmpty is <code>true</code> (<code>True</code> in Visual Basic). |
| | Count | Gets the number of objects currently contained by the pool. |
| | InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. |
| | IsEmpty | Gets a value indicating whether the pool is empty and contains no objects. |
| | IsFull | Gets a value indicating whether the pool is full, and cannot contain any more objects. |
| | Items | Gets a list of items currently contained by the pool. |
| | LogMessages | Gets or sets the level of log messaging that the pool will output. |
| | MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. |
| | RecordStatistics | Gets or sets a value indicating whether to record pool statistics. |
| | Statistics | Gets an object containing general operational statistics about the pool. |

See Also

[GenericObjectPool\(*T*\)Class](#)
[Umbrace.Unity.PurePool Namespace](#)

GenericObjectPool(*T*).CanAcquire Property

Gets a value indicating whether an instance can be acquired from the pool.

An instance can be acquired when the pool contains at least one instance, or when [InstantiateWhenEmpty](#) is `true` (`True` in Visual Basic).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool CanAcquire { get; }
```

Property Value

Type: [Boolean](#)

See Also

[GenericObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[GenericObjectPool\(*T*\).IsEmpty](#)

[GenericObjectPool\(*T*\).InstantiateWhenEmpty](#)

[GenericObjectPool\(*T*\).CanAcquireChanged](#)

GenericObjectPool(T).Count Property

Gets the number of objects currently contained by the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public int Count { get; }
```

Property Value

Type: [Int32](#)

Implements

[IObjectPool.Count](#)

See Also

[GenericObjectPool\(T\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[GenericObjectPool\(T\).IsFull](#)

[GenericObjectPool\(T\).IsEmpty](#)

[GenericObjectPool\(T\).CountChanged](#)

[GenericObjectPool\(T\).MaximumSize](#)

GenericObjectPool(*T*).InstantiateWhenEmpty Property

Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool InstantiateWhenEmpty { get; set; }
```

Property Value

Type: [Boolean](#)

Implements

[IObjectPool.InstantiateWhenEmpty](#)

See Also

[GenericObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GenericObjectPool(*T*).IsEmpty Property

Gets a value indicating whether the pool is empty and contains no objects.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool IsEmpty { get; }
```

Property Value

Type: [Boolean](#)

See Also

[GenericObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[GenericObjectPool\(*T*\).Count](#)

[GenericObjectPool\(*T*\).IsFull](#)

GenericObjectPool(*T*).IsFull Property

Gets a value indicating whether the pool is full, and cannot contain any more objects.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool IsFull { get; }
```

Property Value

Type: [Boolean](#)

See Also

[GenericObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[GenericObjectPool\(*T*\).Count](#)

[GenericObjectPool\(*T*\).IsEmpty](#)

GenericObjectPool(T).Items Property

Gets a list of items currently contained by the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public IList<T> Items { get; }
```

Property Value

Type: [IList\(T\)](#)

Implements

[IObjectPool\(T\).Items](#)

Remarks

This property always creates a new [List\(T\)](#) each time the property getter is accessed. For performance reasons the value should be cached where possible, to avoid the costs of object instantiation and garbage collection.

See the [GetItems\(List\(T\)\)](#) method for a way to avoid the allocation of a new [List\(T\)](#) object.

See Also

[GenericObjectPool\(T\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[GenericObjectPool\(T\).GetItems\(List\(T\)\)](#)

GenericObjectPool(T).LogMessages Property

Gets or sets the level of log messaging that the pool will output.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public LogLevel LogMessages { get; set; }
```

Property Value

Type: [LogLevel](#)

See Also

[GenericObjectPool\(T\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GenericObjectPool(*T*).MaximumSize Property

Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public int MaximumSize { get; set; }
```

Property Value

Type: [Int32](#)

Implements

[IObjectPool.MaximumSize](#)

Remarks

The maximum size must be greater than, or equal to, zero. It cannot be a negative number.

If an object is released to the pool while the pool is full, the object will be destroyed.

If **MaximumSize** is set to a value lower than the current [Count](#), the pool will be reduced in size by destroying excess objects.

See Also

[GenericObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[GenericObjectPool\(*T*\).Count](#)

GenericObjectPool(*T*).RecordStatistics Property

Gets or sets a value indicating whether to record pool statistics.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool RecordStatistics { get; set; }
```

Property Value

Type: [Boolean](#)

See Also

[GenericObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[GenericObjectPool\(*T*\).Statistics](#)

GenericObjectPool(*T*).Statistics Property

Gets an object containing general operational statistics about the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public PoolStatistics Statistics { get; }
```

Property Value

Type: [PoolStatistics](#)

See Also

[GenericObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GenericObjectPool(*T*).GenericObjectPool(*T*) Methods

The [GenericObjectPool\(*T*\)](#) generic type exposes the following members.

Methods

| | Name | Description |
|--|---|--------------------|
|  Acquire | Acquires an object from the pool. | |
|  Clear | Clears the pool, emptying it of all pooled objects. | |
|  Contains | Determines whether an instance is in the pool. | |
|  Equals | (Inherited from Object .) | |
|  Fill | Fills the pool, populating it with pooled objects until it reaches the maximum pool size. | |
|  Finalize | (Inherited from Object .) | |
|  GetHashCode | (Inherited from Object .) | |
|  GetItems | Gets a list of items currently contained by the pool, and stores them in the specified List(<i>T</i>) . | |
|  GetType | (Inherited from Object .) | |
|  MemberwiseClone | (Inherited from Object .) | |
|  OnCanAcquireChanged | Raises the CanAcquireChanged event. | |
|  OnCountChanged | Raises the CountChanged event. | |
|  OnObjectAcquired | Raises the ObjectAcquired event. | |
|  OnObjectDestroyed | Raises the ObjectDestroyed event. | |
|  OnObjectInstantiated | Raises the ObjectInstantiated event. | |
|  OnObjectReleased | Raises the ObjectReleased event. | |
|  Release | Releases an object back to the pool. | |
|  Remove | Removes the specified instance from the pool. | |
|  SetSize | Sets the number of objects contained by the pool, either destroying excess pooled objects, or instantiating new ones. | |
|  ToString | (Inherited from Object .) | |
|  TryAcquire | Acquires an object from the pool. | |

See Also

[GenericObjectPool\(*T*\)Class](#)
[Umbrace.Unity.PurePool Namespace](#)

GenericObjectPool(*T*).Acquire Method

Acquires an object from the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public T Acquire()
```

Return Value

Type: *T*

An object from the pool.

Implements

[IObjectPool\(*T*\).Acquire\(\)](#)

See Also

[GenericObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[GenericObjectPool\(*T*\).CanAcquire](#)

[GenericObjectPool\(*T*\).TryAcquire\(*T*\)](#)

[GenericObjectPool\(*T*\).Release\(*T*\)](#)

GenericObjectPool(T).Clear Method

Clears the pool, emptying it of all pooled objects.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void Clear()
```

Implements

[IObjectPool.Clear\(\)](#)

See Also

[GenericObjectPool\(T\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[GenericObjectPool\(T\).SetSize\(Int32\)](#)

[GenericObjectPool\(T\).Fill\(\)](#)

GenericObjectPool(*T*).Contains Method

Determines whether an instance is in the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool Contains(  
    T instance  
)
```

Parameters

instance

Type: *T*

The instance of the source object to locate in the pool.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if *instance* is found in the pool; otherwise, `false` (`False` in Visual Basic).

See Also

[GenericObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GenericObjectPool(T).Fill Method

Fills the pool, populating it with pooled objects until it reaches the maximum pool size.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void Fill()
```

Implements

[IObjectPool.Fill\(\)](#)

See Also

[GenericObjectPool\(T\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[GenericObjectPool\(T\).SetSize\(Int32\)](#)

[GenericObjectPool\(T\).Clear\(\)](#)

[GenericObjectPool\(T\).MaximumSize](#)

GenericObjectPool(T).GetItems Method

Gets a list of items currently contained by the pool, and stores them in the specified [List\(T\)](#).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void GetItems(  
    List<T> list  
)
```

Parameters

list

Type: [System.Collections.Generic.List\(T\)](#)

The existing list in which the items should be stored.

Implements

[IObjectPool\(T\).GetItems\(List\(T\)\)](#)

See Also

[GenericObjectPool\(T\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[GenericObjectPool\(T\).Items](#)

GenericObjectPool(*T*).OnCanAcquireChanged Method

Raises the [CanAcquireChanged](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnCanAcquireChanged(  
    bool canAcquire  
)
```

Parameters

canAcquire

Type: [System.Boolean](#)

The new value of [CanAcquire](#).

See Also

[GenericObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GenericObjectPool(*T*).OnCountChanged Method

Raises the [CountChanged](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnCountChanged(  
    int count  
)
```

Parameters

count

Type: [System.Int32](#)

The new value of [Count](#).

See Also

[GenericObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GenericObjectPool(*T*).OnObjectAcquired Method

Raises the [ObjectAcquired](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnObjectAcquired(  
    T instance,  
    bool instantiated  
)
```

Parameters

instance

Type: *T*

The object that was acquired from the pool.

instantiated

Type: [System.Boolean](#)

A value indicating whether the acquired object was instantiated specifically for this acquisition, rather than being taken from the pool.

See Also

[GenericObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GenericObjectPool(*T*).OnObjectDestroyed Method

Raises the [ObjectDestroyed](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnObjectDestroyed(  
    T instance  
)
```

Parameters

instance

Type: *T*

The object that was destroyed.

See Also

[GenericObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GenericObjectPool(*T*).OnObjectInstantiated Method

Raises the [ObjectInstantiated](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnObjectInstantiated(  
    T instance  
)
```

Parameters

instance

Type: *T*

The object that was instantiated.

See Also

[GenericObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GenericObjectPool(*T*).OnObjectReleased Method

Raises the [ObjectReleased](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnObjectReleased(  
    T instance,  
    bool destroying  
)
```

Parameters

instance

Type: *T*

The object that was released back to the pool.

destroying

Type: [System.Boolean](#)

A value indicating whether the released object is about to be destroyed.

See Also

[GenericObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GenericObjectPool(*T*).Release Method

Releases an object back to the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void Release(  
    T instance  
)
```

Parameters

instance

Type: *T*

The object to release to the pool.

Implements

[IObjectPool\(*T*\).Release\(*T*\)](#)

See Also

[GenericObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GenericObjectPool(*T*).Remove Method

Removes the specified instance from the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool Remove(  
    T instance  
)
```

Parameters

instance

Type: *T*

The instance of the source object that should be removed from the pool.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if the instance was found in the pool and removed; otherwise, `false` (`False` in Visual Basic).

See Also

[GenericObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GenericObjectPool(T).SetSize Method

Sets the number of objects contained by the pool, either destroying excess pooled objects, or instantiating new ones.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void SetSize(  
    int poolSize  
)
```

Parameters

poolSize

Type: [System.Int32](#)

The target number of objects the pool should contain.

Implements

[IObjectPool.SetSize\(Int32\)](#)

Remarks

poolSize

cannot be a negative number, and cannot be larger than [MaximumSize](#).

See Also

[GenericObjectPool\(T\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[GenericObjectPool\(T\).Fill\(\)](#)

[GenericObjectPool\(T\).Clear\(\)](#)

GenericObjectPool(*T*).TryAcquire Method

Acquires an object from the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(
    out T instance
)
```

Parameters

instance

Type: *T*

When this method returns, contains the object from the pool, if one could be acquired; otherwise, a null reference (`Nothing` in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an object was acquired from the pool; otherwise, `false` (`False` in Visual Basic).

Implements

[IObjectPool\(*T*\).TryAcquire\(*T*\)](#)

See Also

[GenericObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[GenericObjectPool\(*T*\).Acquire\(\)](#)

[GenericObjectPool\(*T*\).Release\(*T*\)](#)

GenericObjectPool(*T*).GenericObjectPool(*T*) Events

The [GenericObjectPool\(*T*\)](#) generic type exposes the following members.

Events

| | Name | Description |
|--|------|--|
|  CanAcquireChanged | | Occurs when the value of CanAcquire changes. |
|  CountChanged | | Occurs when Count changes. |
|  ObjectAcquired | | Occurs when an object is acquired from the pool. |
|  ObjectDestroyed | | Occurs when an object is destroyed. |
|  ObjectInstantiated | | Occurs when a new object is instantiated. |
|  ObjectReleased | | Occurs when an object is released back to the pool. |

See Also

[GenericObjectPool\(*T*\)Class](#)
[Umbrace.Unity.PurePool Namespace](#)

GenericObjectPool(T).CanAcquireChanged Event

Occurs when the value of [CanAcquire](#) changes.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public event EventHandler<PoolCanAcquireChangedEventArgs> CanAcquireChanged
```

Value

Type: [System.EventHandler\(PoolCanAcquireChangedEventArgs\)](#)

See Also

[GenericObjectPool\(T\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[GenericObjectPool\(T\).CanAcquire](#)

GenericObjectPool(*T*).CountChanged Event

Occurs when [Count](#) changes.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public event EventHandler<PoolCountChangedEventArgs> CountChanged
```

Value

Type: [System.EventHandler\(PoolCountChangedEventArgs\)](#)

See Also

[GenericObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[GenericObjectPool\(*T*\).Count](#)

GenericObjectPool(*T*).ObjectAcquired Event

Occurs when an object is acquired from the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public event EventHandler<PoolObjectAcquiredEventArgs<T>> ObjectAcquired
```

Value

Type: [System.EventHandler\(PoolObjectAcquiredEventArgs\(*T*\)\)](#)

Remarks

This event will also be invoked for objects that are instantiated when the pool is empty, in addition to [ObjectInstantiated](#). In this situation, the [Instantiated](#) property is set to `true` (`True` in Visual Basic) to indicate that the acquired object was instantiated.

See Also

[GenericObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GenericObjectPool(*T*).ObjectDestroyed Event

Occurs when an object is destroyed.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public event EventHandler<PoolObjectEventArgs<T>> ObjectDestroyed
```

Value

Type: [System.EventHandler\(PoolObjectEventArgs\(*T*\)\)](#)

See Also

[GenericObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GenericObjectPool(*T*).ObjectInstantiated Event

Occurs when a new object is instantiated.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public event EventHandler<PoolObjectEventArgs<T>> ObjectInstantiated
```

Value

Type: [System.EventHandler\(PoolObjectEventArgs\(*T*\)\)](#)

See Also

[GenericObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GenericObjectPool(*T*).ObjectReleased Event

Occurs when an object is released back to the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public event EventHandler<PoolObjectReleasedEventArgs<T>> ObjectReleased
```

Value

Type: [System.EventHandler\(PoolObjectReleasedEventArgs\(*T*\)\)](#)

Remarks

This event will also be invoked for objects that are released to a pool that has reached its maximum size.

In this situation, the [Destroying](#) property is set to `true` (`True` in Visual Basic) to indicate that the released object is about to be destroyed.

See Also

[GenericObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GenericObjectPool(*T*).GenericObjectPool(*T*) Fields

The [GenericObjectPool\(*T*\)](#) generic type exposes the following members.

Fields

| | Name | Description |
|---|------------------------------------|--|
|   | DefaultInitialSize | The default initial size of newly-created pools. |
|   | DefaultMaximumSize | The default maximum size of newly-created pools. |

See Also

[GenericObjectPool\(*T*\)Class](#)
[Umbrace.Unity.PurePool Namespace](#)

GenericObjectPool(*T*).DefaultInitialSize Field

The default initial size of newly-created pools.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public const int DefaultInitialSize = 0
```

Field Value

Type: [Int32](#)

See Also

[GenericObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

GenericObjectPool(*T*).DefaultMaximumSize Field

The default maximum size of newly-created pools.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public const int DefaultMaximumSize = 1000
```

Field Value

Type: [Int32](#)

See Also

[GenericObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

IComponentPoolSettings Interface

An interface that defines the settings that can be changed on a **Component** pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public interface IComponentPoolSettings : ISharedPoolSettings<Type>,
ISharedPoolSettings
```

The **IComponentPoolSettings** type exposes the following members.

Properties

| | Name | Description |
|---|--|---|
|  | AdditionalComponentTypes | Gets a collection of additional component types that should exist on the pooled object. |
|  | DontDestroyOnLoad | Gets or sets a value indicating whether the pool should persist between scene changes. (Inherited from ISharedPoolSettings .) |
|  | Enabled | Gets or sets a value indicating whether pooling is enabled. (Inherited from ISharedPoolSettings .) |
|  | InitialiseOnStart | Gets or sets a value indicating whether to initialise the pool in the MonoBehaviour Start method. (Inherited from ISharedPoolSettings .) |
|  | InitialSize | Gets or sets the initial size of the pool. (Inherited from ISharedPoolSettings .) |
|  | InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. (Inherited from ISharedPoolSettings .) |
|  | LogMessages | Gets or sets the level of log messaging that the pool will output. (Inherited from ISharedPoolSettings .) |
|  | MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. (Inherited from ISharedPoolSettings .) |
|  | NotificationMode | Gets or sets the modes in which pooled objects are notified of their acquisition from, and release to, the pool. (Inherited from ISharedPoolSettings .) |
|  | RecordStatistics | Gets or sets a value indicating whether to record pool statistics. (Inherited from ISharedPoolSettings .) |
|  | ReparentPooledObjects | Gets or sets a value indicating whether to re-parent the pooled objects to the pool's transform, after the objects are released. (Inherited from ISharedPoolSettings .) |
|  | Source | Gets or sets the source object that will be pooled. (Inherited from ISharedPoolSettings(TSource) .) |

| | |
|---|---|
|  WarnOnDestroy | Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use). (Inherited from ISharedPoolSettings .) |
|---|---|

See Also

[Umbrace.Unity.PurePool Namespace](#)

IComponentPoolSettings.IComponentPoolSettings Properties

The [IComponentPoolSettings](#) type exposes the following members.

Properties

| Name | Description |
|--|---|
|  AdditionalComponentTypes | Gets a collection of additional component types that should exist on the pooled object. |
|  DontDestroyOnLoad | Gets or sets a value indicating whether the pool should persist between scene changes. (Inherited from ISharedPoolSettings .) |
|  Enabled | Gets or sets a value indicating whether pooling is enabled. (Inherited from ISharedPoolSettings .) |
|  InitialiseOnStart | Gets or sets a value indicating whether to initialise the pool in the MonoBehaviour Start method. (Inherited from ISharedPoolSettings .) |
|  InitialSize | Gets or sets the initial size of the pool. (Inherited from ISharedPoolSettings .) |
|  InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. (Inherited from ISharedPoolSettings .) |
|  LogMessages | Gets or sets the level of log messaging that the pool will output. (Inherited from ISharedPoolSettings .) |
|  MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. (Inherited from ISharedPoolSettings .) |
|  NotificationMode | Gets or sets the modes in which pooled objects are notified of their acquisition from, and release to, the pool. (Inherited from ISharedPoolSettings .) |
|  RecordStatistics | Gets or sets a value indicating whether to record pool statistics. (Inherited from ISharedPoolSettings .) |
|  ReparentPooledObjects | Gets or sets a value indicating whether to re-parent the pooled objects to the pool's transform, after the objects are released. (Inherited from ISharedPoolSettings .) |
|  Source | Gets or sets the source object that will be pooled. (Inherited from ISharedPoolSettings(TSource) .) |
|  WarnOnDestroy | Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use). (Inherited from ISharedPoolSettings .) |

See Also

[IComponentPoolSettings Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

IComponentPoolSettings.AdditionalComponentTypes Property

Gets a collection of additional component types that should exist on the pooled object.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
ComponentTypeCollection AdditionalComponentTypes { get; }
```

Property Value

Type: [ComponentTypeCollection](#)

See Also

[IComponentPoolSettings Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

IGameObjectPoolSettings Interface

An interface that defines the settings that can be changed on a **GameObject** pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public interface IGameObjectPoolSettings : ISharedPoolSettings<GameObject>,  
ISharedPoolSettings
```

The **IGameObjectPoolSettings** type exposes the following members.

Properties

| | Name | Description |
|---|---------------------------------------|---|
|  | DontDestroyOnLoad | Gets or sets a value indicating whether the pool should persist between scene changes. (Inherited from ISharedPoolSettings .) |
|  | Enabled | Gets or sets a value indicating whether pooling is enabled. (Inherited from ISharedPoolSettings .) |
|  | InitialiseOnStart | Gets or sets a value indicating whether to initialise the pool in the MonoBehaviour Start method. (Inherited from ISharedPoolSettings .) |
|  | InitialSize | Gets or sets the initial size of the pool. (Inherited from ISharedPoolSettings .) |
|  | InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. (Inherited from ISharedPoolSettings .) |
|  | LogMessages | Gets or sets the level of log messaging that the pool will output. (Inherited from ISharedPoolSettings .) |
|  | MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. (Inherited from ISharedPoolSettings .) |
|  | NotificationMode | Gets or sets the modes in which pooled objects are notified of their acquisition from, and release to, the pool. (Inherited from ISharedPoolSettings .) |
|  | RecordStatistics | Gets or sets a value indicating whether to record pool statistics. (Inherited from ISharedPoolSettings .) |
|  | ReparentPooledObjects | Gets or sets a value indicating whether to re-parent the pooled objects to the pool's transform, after the objects are released. (Inherited from ISharedPoolSettings .) |
|  | Source | Gets or sets the source object that will be pooled. (Inherited from ISharedPoolSettings(TSource) .) |

| | |
|---|--|
|  WarnOnDestroy | Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use). (Inherited from ISharedPoolSettings .) |
|---|--|

See Also

[Umbrace.Unity.PurePool Namespace](#)

IGameObjectPoolSettings.IGameObjectPoolSettings Properties

The [IGameObjectPoolSettings](#) type exposes the following members.

Properties

| | Name | Description |
|--|---------------------------------------|---|
| | DontDestroyOnLoad | Gets or sets a value indicating whether the pool should persist between scene changes. (Inherited from ISharedPoolSettings .) |
| | Enabled | Gets or sets a value indicating whether pooling is enabled. (Inherited from ISharedPoolSettings .) |
| | InitialiseOnStart | Gets or sets a value indicating whether to initialise the pool in the MonoBehaviour Start method. (Inherited from ISharedPoolSettings .) |
| | InitialSize | Gets or sets the initial size of the pool. (Inherited from ISharedPoolSettings .) |
| | InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. (Inherited from ISharedPoolSettings .) |
| | LogMessages | Gets or sets the level of log messaging that the pool will output. (Inherited from ISharedPoolSettings .) |
| | MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. (Inherited from ISharedPoolSettings .) |
| | NotificationMode | Gets or sets the modes in which pooled objects are notified of their acquisition from, and release to, the pool. (Inherited from ISharedPoolSettings .) |
| | RecordStatistics | Gets or sets a value indicating whether to record pool statistics. (Inherited from ISharedPoolSettings .) |
| | ReparentPooledObjects | Gets or sets a value indicating whether to re-parent the pooled objects to the pool's transform, after the objects are released. (Inherited from ISharedPoolSettings .) |
| | Source | Gets or sets the source object that will be pooled. (Inherited from ISharedPoolSettings(TSource) .) |
| | WarnOnDestroy | Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use). (Inherited from ISharedPoolSettings .) |

See Also

[IGameObjectPoolSettings Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

IObjectPool Interface

Defines an interface for the pooling and recycling of objects.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public interface IObjectPool
```

The **IObjectPool** type exposes the following members.

Properties

| | Name | Description |
|---|--------------------------------------|---|
|  | Count | Gets the number of objects currently contained by the pool. |
|  | InstantiateWhenEmpty | Gets or sets a value indicating whether the pool should instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. |
|  | MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. |

Methods

| | Name | Description |
|---|-------------------------|---|
|  | Clear | Clears the pool, emptying it of all pooled objects. |
|  | Fill | Fills the pool, populating it with pooled objects until it reaches the maximum pool size. |
|  | SetSize | Sets the number of objects contained by the pool, either destroying excess pooled objects, or instantiating new ones. |

See Also

[Umbrace.Unity.PurePool Namespace](#)

IObjectPool.IObjectPool Properties

The [IObjectPool](#) type exposes the following members.

Properties

| | Name | Description |
|---|--------------------------------------|---|
|  | Count | Gets the number of objects currently contained by the pool. |
|  | InstantiateWhenEmpty | Gets or sets a value indicating whether the pool should instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. |
|  | MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. |

See Also

[IObjectPool Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

IObjectPool.Count Property

Gets the number of objects currently contained by the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
int Count { get; }
```

Property Value

Type: [Int32](#)

See Also

[IObjectPool Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

IObjectPool.InstantiateWhenEmpty Property

Gets or sets a value indicating whether the pool should instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
bool InstantiateWhenEmpty { get; set; }
```

Property Value

Type: [Boolean](#)

See Also

[IObjectPool Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

IObjectPool.MaximumSize Property

Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
int MaximumSize { get; set; }
```

Property Value

Type: [Int32](#)

Remarks

The maximum size must be greater than, or equal to, zero. It cannot be a negative number.

If an object is released to the pool while the pool is full, the object will be destroyed.

If **MaximumSize** is set to a value lower than the current [Count](#), the pool will be reduced in size by destroying excess objects.

See Also

[IObjectPool Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

IObjectPool.IObjectPool Methods

The [IObjectPool](#) type exposes the following members.

Methods

| | Name | Description |
|---|-------------------------|---|
|  | Clear | Clears the pool, emptying it of all pooled objects. |
|  | Fill | Fills the pool, populating it with pooled objects until it reaches the maximum pool size. |
|  | SetSize | Sets the number of objects contained by the pool, either destroying excess pooled objects, or instantiating new ones. |

See Also

[IObjectPool Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

IObjectPool.Clear Method

Clears the pool, emptying it of all pooled objects.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
void Clear()
```

See Also

[IObjectPool Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

[IObjectPool.SetSize\(Int32\)](#)

[IObjectPool.Fill\(\)](#)

IObjectPool.Fill Method

Fills the pool, populating it with pooled objects until it reaches the maximum pool size.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
void Fill()
```

See Also

[IObjectPool Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

[IObjectPool.SetSize\(Int32\)](#)

[IObjectPool.Clear\(\)](#)

[IObjectPool.MaximumSize](#)

IObjectPool.SetSize Method

Sets the number of objects contained by the pool, either destroying excess pooled objects, or instantiating new ones.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
void SetSize(  
    int poolSize  
)
```

Parameters

poolSize

Type: [System.Int32](#)

The target number of objects the pool should contain.

See Also

[IObjectPool Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

[IObjectPool.Fill\(\)](#)

[IObjectPool.Clear\(\)](#)

IObjectPool(*T*) Interface

Defines an interface for the pooling and recycling of objects of type *T*.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public interface IObjectPool<T> : IObjectPool
```

Type Parameters

T

The type of object being pooled.

The IObjectPool(*T*) type exposes the following members.

Properties

| | Name | Description |
|---|--------------------------------------|--|
|  | Count | Gets the number of objects currently contained by the pool. (Inherited from IObjectPool .) |
|  | InstantiateWhenEmpty | Gets or sets a value indicating whether the pool should instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. (Inherited from IObjectPool .) |
|  | Items | Gets a list of items currently contained by the pool. |
|  | MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. (Inherited from IObjectPool .) |

Methods

| | Name | Description |
|---|----------------------------|--|
|  | Acquire | Acquires an object from the pool. |
|  | Clear | Clears the pool, emptying it of all pooled objects. (Inherited from IObjectPool .) |
|  | Fill | Fills the pool, populating it with pooled objects until it reaches the maximum pool size. (Inherited from IObjectPool .) |
|  | GetItems | Gets a list of items currently contained by the pool, and stores them in the specified List(T) . |
|  | Release | Releases an object back to the pool. |
|  | SetSize | Sets the number of objects contained by the pool, either destroying excess pooled objects, or instantiating new ones. (Inherited from IObjectPool .) |
|  | TryAcquire | Acquires an object from the pool. |

Pure Pool - Object Pooling by Umbrace

See Also

[Umbrace.Unity.PurePool Namespace](#)

IObjectPool(T).IObjectPool(T) Properties

The [IObjectPool\(T\)](#) generic type exposes the following members.

Properties

| | Name | Description |
|---|--------------------------------------|--|
|  | Count | Gets the number of objects currently contained by the pool. (Inherited from IObjectPool .) |
|  | InstantiateWhenEmpty | Gets or sets a value indicating whether the pool should instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. (Inherited from IObjectPool .) |
|  | Items | Gets a list of items currently contained by the pool. |
|  | MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. (Inherited from IObjectPool .) |

See Also

[IObjectPool\(T\)Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

IObjectPool(T).Items Property

Gets a list of items currently contained by the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
IList<T> Items { get; }
```

Property Value

Type: [IList\(T\)](#)

Remarks

This property always creates a new [List\(T\)](#) each time the property getter is accessed. For performance reasons the value should be cached where possible, to avoid the costs of object instantiation and garbage collection.

See the [GetItems\(List\(T\)\)](#) method for a way to avoid the allocation of a new [List\(T\)](#) object.

See Also

[IObjectPool\(T\)Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

[IObjectPool\(T\).GetItems\(List\(T\)\)](#)

IObjectPool(T).IObjectPool(T) Methods

The [IObjectPool\(T\)](#) generic type exposes the following members.

Methods

| | Name | Description |
|--|--|-------------|
|  Acquire | Acquires an object from the pool. | |
|  Clear | Clears the pool, emptying it of all pooled objects. (Inherited from IObjectPool .) | |
|  Fill | Fills the pool, populating it with pooled objects until it reaches the maximum pool size. (Inherited from IObjectPool .) | |
|  GetItems | Gets a list of items currently contained by the pool, and stores them in the specified List(T) . | |
|  Release | Releases an object back to the pool. | |
|  SetSize | Sets the number of objects contained by the pool, either destroying excess pooled objects, or instantiating new ones. (Inherited from IObjectPool .) | |
|  TryAcquire | Acquires an object from the pool. | |

See Also

[IObjectPool\(T\)Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

IObjectPool(*T*).Acquire Method

Acquires an object from the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
T Acquire()
```

Return Value

Type: *T*

An object from the pool.

See Also

[IObjectPool\(*T*\)Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

[IObjectPool\(*T*\).TryAcquire\(*T*\)](#)

[IObjectPool\(*T*\).Release\(*T*\)](#)

IObjectPool(T).GetItems Method

Gets a list of items currently contained by the pool, and stores them in the specified [List\(T\)](#).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
void GetItems(  
    List<T> list  
)
```

Parameters

list

Type: [System.Collections.Generic.List\(T\)](#)

The existing list in which the items should be stored.

See Also

[IObjectPool\(T\)Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

[IObjectPool\(T\).Items](#)

IObjectPool(*T*).Release Method

Releases an object back to the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
void Release(  
    T instance  
)
```

Parameters

instance

Type: *T*

The object to release to the pool.

See Also

[IObjectPool\(*T*\)Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

IObjectPool(T).TryAcquire Method

Acquires an object from the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
bool TryAcquire(  
    out T instance  
)
```

Parameters

instance

Type: *T*

When this method returns, contains the object from the pool, if one could be acquired; otherwise, a null reference (`Nothing` in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an object was acquired from the pool; otherwise, `false` (`False` in Visual Basic).

See Also

[IObjectPool\(T\)Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

[IObjectPool\(T\).Acquire\(\)](#)

[IObjectPool\(T\).Release\(T\)](#)

IPoolable Interface

Defines an interface for objects that can be maintained by an object pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public interface IPoolable : IEventSystemHandler
```

The **IPoolable** type exposes the following members.

Methods

| | Name | Description |
|---|------|---|
|  Acquire | | Reinitialises the object after being acquired from the pool. |
|  Release | | Frees any allocated resources, and stops any active processes, before the object returns to the pool. |

See Also

[Umbrace.Unity.PurePool Namespace](#)

IPoolable/IPoolable Methods

The [IPoolable](#) type exposes the following members.

Methods

| | Name | Description |
|---|-------------------------|---|
|  | Acquire | Reinitialises the object after being acquired from the pool. |
|  | Release | Frees any allocated resources, and stops any active processes, before the object returns to the pool. |

See Also

[IPoolable Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

IPoolable.Acquire Method

Reinitialises the object after being acquired from the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
void Acquire()
```

See Also

[IPoolable Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

IPoolable.Release Method

Frees any allocated resources, and stops any active processes, before the object returns to the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
void Release()
```

See Also

[IPoolable Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

IPoolBase Interface

An interface that defines the behaviour and properties of a serialisable object pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public interface IPoolBase : IObjectPool
```

The **IPoolBase** type exposes the following members.

Properties

| | Name | Description |
|--|--------------------------------------|--|
| | CanAcquire | Gets a value indicating whether an instance can be acquired from the pool. An instance can be acquired when the pool contains at least one instance, or when InstantiateWhenEmpty is <code>true</code> (<code>True</code> in Visual Basic). |
| | Count | Gets the number of objects currently contained by the pool. (Inherited from IObjectPool .) |
| | InstantiateWhenEmpty | Gets or sets a value indicating whether the pool should instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. (Inherited from IObjectPool .) |
| | IsInitialised | Gets a value indicating whether the pool has been initialised. |
| | MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. (Inherited from IObjectPool .) |
| | Statistics | Gets an object containing general operational statistics about the pool. |

Methods

| | Name | Description |
|--|----------------------------|--|
| | Clear | Clears the pool, emptying it of all pooled objects. (Inherited from IObjectPool .) |
| | Fill | Fills the pool, populating it with pooled objects until it reaches the maximum pool size. (Inherited from IObjectPool .) |
| | Initialise | Initialises the pool, populating it with the initial number of objects. |
| | SetSize | Sets the number of objects contained by the pool, either destroying excess pooled objects, or instantiating new ones. (Inherited from IObjectPool .) |

Events

| | Name | Description |
|--|-----------------------------------|--|
| | CanAcquireChanged | Occurs when the value of CanAcquire changes. |
| | CountChanged | Occurs when Count changes. |

| | | |
|---|------------------------------------|--------------------------------------|
|  | <u>Destroyed</u> | Occurs when the pool is destroyed. |
|  | <u>Initialised</u> | Occurs when the pool is initialised. |

See Also

[Umbrace.Unity.PurePool Namespace](#)

IPoolBase/IPoolBase Properties

The [IPoolBase](#) type exposes the following members.

Properties

| | Name | Description |
|---|--------------------------------------|--|
|  | CanAcquire | Gets a value indicating whether an instance can be acquired from the pool. An instance can be acquired when the pool contains at least one instance, or when InstantiateWhenEmpty is <code>true</code> (<code>True</code> in Visual Basic). |
|  | Count | Gets the number of objects currently contained by the pool. (Inherited from IObjectPool .) |
|  | InstantiateWhenEmpty | Gets or sets a value indicating whether the pool should instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. (Inherited from IObjectPool .) |
|  | IsInitialised | Gets a value indicating whether the pool has been initialised. |
|  | MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. (Inherited from IObjectPool .) |
|  | Statistics | Gets an object containing general operational statistics about the pool. |

See Also

[IPoolBase Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

IPoolBase.CanAcquire Property

Gets a value indicating whether an instance can be acquired from the pool.

An instance can be acquired when the pool contains at least one instance, or when [InstantiateWhenEmpty](#) is `true` (`True` in Visual Basic).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
bool CanAcquire { get; }
```

Property Value

Type: [Boolean](#)

Remarks

This property cannot be accessed until the pool has been initialised.

See Also

[IPoolBase Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(TSource, TInstance, TSettings\).IsEmpty](#)

[IObjectPool.InstantiateWhenEmpty](#)

[PoolBase\(TSource, TInstance, TSettings\).CanAcquireChanged](#)

IPoolBase.IsInitialised Property

Gets a value indicating whether the pool has been initialised.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
bool IsInitialised { get; }
```

Property Value

Type: [Boolean](#)

See Also

[IPoolBase Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

IPoolBase.Statistics Property

Gets an object containing general operational statistics about the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
PoolStatistics Statistics { get; }
```

Property Value

Type: [PoolStatistics](#)

Remarks

This property cannot be accessed until the pool has been initialised.

See Also

[IPoolBase Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

IPoolBase/IPoolBase Methods

The [IPoolBase](#) type exposes the following members.

Methods

| | Name | Description |
|---|----------------------------|--|
|  | Clear | Clears the pool, emptying it of all pooled objects. (Inherited from IObjectPool .) |
|  | Fill | Fills the pool, populating it with pooled objects until it reaches the maximum pool size. (Inherited from IObjectPool .) |
|  | Initialise | Initialises the pool, populating it with the initial number of objects. |
|  | SetSize | Sets the number of objects contained by the pool, either destroying excess pooled objects, or instantiating new ones. (Inherited from IObjectPool .) |

See Also

[IPoolBase Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

IPoolBase.Initialise Method

Initialises the pool, populating it with the initial number of objects.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
void Initialise()
```

See Also

[IPoolBase Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

IPoolBase/IPoolBase Events

The [IPoolBase](#) type exposes the following members.

Events

| | Name | Description |
|---|-----------------------------------|--|
|  | CanAcquireChanged | Occurs when the value of CanAcquire changes. |
|  | CountChanged | Occurs when Count changes. |
|  | Destroyed | Occurs when the pool is destroyed. |
|  | Initialised | Occurs when the pool is initialised. |

See Also

[IPoolBase Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

IPoolBase.CanAcquireChanged Event

Occurs when the value of [CanAcquire](#) changes.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
event EventHandler<PoolCanAcquireChangedEventArgs> CanAcquireChanged
```

Value

Type: [System.EventHandler\(PoolCanAcquireChangedEventArgs\)](#)

See Also

[IPoolBase Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

[IPoolBase.CanAcquire](#)

IPoolBase.CountChanged Event

Occurs when [Count](#) changes.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
event EventHandler<PoolCountChangedEventArgs> CountChanged
```

Value

Type: [System.EventHandler\(PoolCountChangedEventArgs\)](#)

See Also

[IPoolBase Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

[IObjectPool.Count](#)

IPoolBase.Destroyed Event

Occurs when the pool is destroyed.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
event EventHandler Destroyed
```

Value

Type: [System.EventHandler](#)

See Also

[IPoolBase Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

IPoolBase.Initialised Event

Occurs when the pool is initialised.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
event EventHandler Initialised
```

Value

Type: [System.EventHandler](#)

See Also

[IPoolBase Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

ISharedPoolSettings Interface

An interface that defines the shared settings that can be changed on a **GameObject** pool and a **Component** pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public interface ISharedPoolSettings
```

The **ISharedPoolSettings** type exposes the following members.

Properties

| | Name | Description |
|--|---------------------------------------|--|
| | DontDestroyOnLoad | Gets or sets a value indicating whether the pool should persist between scene changes. |
| | Enabled | Gets or sets a value indicating whether pooling is enabled. |
| | InitialiseOnStart | Gets or sets a value indicating whether to initialise the pool in the MonoBehaviour Start method. |
| | InitialSize | Gets or sets the initial size of the pool. |
| | InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. |
| | LogMessages | Gets or sets the level of log messaging that the pool will output. |
| | MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. |
| | NotificationMode | Gets or sets the modes in which pooled objects are notified of their acquisition from, and release to, the pool. |
| | RecordStatistics | Gets or sets a value indicating whether to record pool statistics. |
| | ReparentPooledObjects | Gets or sets a value indicating whether to re-parent the pooled objects to the pool's transform, after the objects are released. |
| | WarnOnDestroy | Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use). |

See Also

[Umbrace.Unity.PurePool Namespace](#)

ISharedPoolSettings.ISharedPoolSettings Properties

The [ISharedPoolSettings](#) type exposes the following members.

Properties

| | Name | Description |
|--|---------------------------------------|--|
| | DontDestroyOnLoad | Gets or sets a value indicating whether the pool should persist between scene changes. |
| | Enabled | Gets or sets a value indicating whether pooling is enabled. |
| | InitialiseOnStart | Gets or sets a value indicating whether to initialise the pool in the MonoBehaviour Start method. |
| | InitialSize | Gets or sets the initial size of the pool. |
| | InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. |
| | LogMessages | Gets or sets the level of log messaging that the pool will output. |
| | MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. |
| | NotificationMode | Gets or sets the modes in which pooled objects are notified of their acquisition from, and release to, the pool. |
| | RecordStatistics | Gets or sets a value indicating whether to record pool statistics. |
| | ReparentPooledObjects | Gets or sets a value indicating whether to re-parent the pooled objects to the pool's transform, after the objects are released. |
| | WarnOnDestroy | Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use). |

See Also

[ISharedPoolSettings Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

ISharedPoolSettings.DontDestroyOnLoad Property

Gets or sets a value indicating whether the pool should persist between scene changes.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
bool DontDestroyOnLoad { get; set; }
```

Property Value

Type: [Boolean](#)

See Also

[ISharedPoolSettings Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

ISharedPoolSettings.Enabled Property

Gets or sets a value indicating whether pooling is enabled.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
bool Enabled { get; set; }
```

Property Value

Type: [Boolean](#)

See Also

[ISharedPoolSettings Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

ISharedPoolSettings.InitialiseOnStart Property

Gets or sets a value indicating whether to initialise the pool in the **MonoBehaviour** Start method.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
bool InitialiseOnStart { get; set; }
```

Property Value

Type: [Boolean](#)

See Also

[ISharedPoolSettings Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

ISharedPoolSettings.InitialSize Property

Gets or sets the initial size of the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
int InitialSize { get; set; }
```

Property Value

Type: [Int32](#)

See Also

[ISharedPoolSettings Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

ISharedPoolSettings.InstantiateWhenEmpty Property

Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
bool InstantiateWhenEmpty { get; set; }
```

Property Value

Type: [Boolean](#)

See Also

[ISharedPoolSettings Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

ISharedPoolSettings.LogMessages Property

Gets or sets the level of log messaging that the pool will output.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
LogLevel LogMessages { get; set; }
```

Property Value

Type: [LogLevel](#)

See Also

[ISharedPoolSettings Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

ISharedPoolSettings.MaximumSize Property

Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
int MaximumSize { get; set; }
```

Property Value

Type: [Int32](#)

Remarks

The maximum size must be greater than, or equal to, zero. It cannot be a negative number.

If an object is released to the pool while the pool is full, the object will be destroyed.

If **MaximumSize** is set to a value lower than the current size of the pool, the pool will be reduced in size by destroying excess objects.

See Also

[ISharedPoolSettings Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

ISharedPoolSettings.NotificationMode Property

Gets or sets the modes in which pooled objects are notified of their acquisition from, and release to, the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
NotificationMode NotificationMode { get; set; }
```

Property Value

Type: [NotificationMode](#)

See Also

[ISharedPoolSettings Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

ISharedPoolSettings.RecordStatistics Property

Gets or sets a value indicating whether to record pool statistics.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
bool RecordStatistics { get; set; }
```

Property Value

Type: [Boolean](#)

See Also

[ISharedPoolSettings Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

ISharedPoolSettings.ReparentPooledObjects Property

Gets or sets a value indicating whether to re-parent the pooled objects to the pool's transform, after the objects are released.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
bool ReparentPooledObjects { get; set; }
```

Property Value

Type: [Boolean](#)

See Also

[ISharedPoolSettings Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

ISharedPoolSettings.WarnOnDestroy Property

Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
bool WarnOnDestroy { get; set; }
```

Property Value

Type: [Boolean](#)

Remarks

Poolable objects should be released to the pool and re-used, rather than being destroyed. This property ensures any destruction of the pooled objects is logged.

Unfortunately, scene changes may also cause pooled objects to be destroyed. In this case, the warning message will be shown incorrectly, and can safely be ignored.

See Also

[ISharedPoolSettings Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

ISharedPoolSettings(*TSource*) Interface

An interface that defines the shared settings that can be changed on a **GameObject** pool and a **Component** pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public interface ISharedPoolSettings<TSource> : ISharedPoolSettings
```

Type Parameters

TSource

The type of object being pooled.

The ISharedPoolSettings(*TSource*) type exposes the following members.

Properties

| | Name | Description |
|---|---------------------------------------|---|
|  | DontDestroyOnLoad | Gets or sets a value indicating whether the pool should persist between scene changes. (Inherited from ISharedPoolSettings .) |
|  | Enabled | Gets or sets a value indicating whether pooling is enabled. (Inherited from ISharedPoolSettings .) |
|  | InitialiseOnStart | Gets or sets a value indicating whether to initialise the pool in the MonoBehaviour Start method. (Inherited from ISharedPoolSettings .) |
|  | InitialSize | Gets or sets the initial size of the pool. (Inherited from ISharedPoolSettings .) |
|  | InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. (Inherited from ISharedPoolSettings .) |
|  | LogMessages | Gets or sets the level of log messaging that the pool will output. (Inherited from ISharedPoolSettings .) |
|  | MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. (Inherited from ISharedPoolSettings .) |
|  | NotificationMode | Gets or sets the modes in which pooled objects are notified of their acquisition from, and release to, the pool. (Inherited from ISharedPoolSettings .) |
|  | RecordStatistics | Gets or sets a value indicating whether to record pool statistics. (Inherited from ISharedPoolSettings .) |
|  | ReparentPooledObjects | Gets or sets a value indicating whether to re-parent the pooled objects to the pool's transform, after the objects are released. (Inherited from ISharedPoolSettings .) |

| | | |
|---|-------------------------------|--|
|  | Source | Gets or sets the source object that will be pooled. |
|  | WarnOnDestroy | Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use). (Inherited from ISharedPoolSettings .) |

See Also

[Umbrace.Unity.PurePool Namespace](#)

[ISharedPoolSettings\(TSource\).ISharedPoolSettings\(TSource\) Properties](#)

The [ISharedPoolSettings\(TSource\)](#) generic type exposes the following members.

Properties

| Name | Description |
|---------------------------------------|---|
| DontDestroyOnLoad | Gets or sets a value indicating whether the pool should persist between scene changes. (Inherited from ISharedPoolSettings .) |
| Enabled | Gets or sets a value indicating whether pooling is enabled. (Inherited from ISharedPoolSettings .) |
| InitialiseOnStart | Gets or sets a value indicating whether to initialise the pool in the MonoBehaviour Start method. (Inherited from ISharedPoolSettings .) |
| InitialSize | Gets or sets the initial size of the pool. (Inherited from ISharedPoolSettings .) |
| InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. (Inherited from ISharedPoolSettings .) |
| LogMessages | Gets or sets the level of log messaging that the pool will output. (Inherited from ISharedPoolSettings .) |
| MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. (Inherited from ISharedPoolSettings .) |
| NotificationMode | Gets or sets the modes in which pooled objects are notified of their acquisition from, and release to, the pool. (Inherited from ISharedPoolSettings .) |
| RecordStatistics | Gets or sets a value indicating whether to record pool statistics. (Inherited from ISharedPoolSettings .) |
| ReparentPooledObjects | Gets or sets a value indicating whether to re-parent the pooled objects to the pool's transform, after the objects are released. (Inherited from ISharedPoolSettings .) |
| Source | Gets or sets the source object that will be pooled. |
| WarnOnDestroy | Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use). (Inherited from ISharedPoolSettings .) |

See Also

[ISharedPoolSettings\(TSource\)Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

ISharedPoolSettings(*TSource*).Source Property

Gets or sets the source object that will be pooled.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
TSource Source { get; set; }
```

Property Value

Type: *TSource*

See Also

[ISharedPoolSettings\(*TSource*\)Interface](#)

[Umbrace.Unity.PurePool Namespace](#)

LogLevel Enumeration

Specifies the level of log messaging to output.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public enum LogLevel
```

Members

| Member name | Value | Description |
|--------------------|-------|--|
| Off | 0 | Logging is disabled. |
| Information | 1 | Informational messages, warning messages and error messages are displayed. |
| Warning | 2 | Warning messages and error messages are displayed. |
| Error | 3 | Only error messages are displayed. |

See Also

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager Class

Provides named access to the pools of a [GameObjectPoolManager](#).

Inheritance Hierarchy

[System.Object](#)

UnityEngine.Object

UnityEngine.Component

UnityEngine.Behaviour

UnityEngine.MonoBehaviour

Umbrace.Unity.PurePool.NamedGameObjectPoolManager

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public class NamedGameObjectPoolManager : MonoBehaviour,  
    ISerializationCallbackReceiver
```

The **NamedGameObjectPoolManager** type exposes the following members.

Constructors

| | Name | Description |
|---|--|---|
|  | NamedGameObjectPoolManager | Initializes a new instance of the NamedGameObjectPoolManager class |

Properties

| | Name | Description |
|---|------------------------------------|---|
|  | AssignedNames | Gets a list of the names currently assigned to game objects. |
|  | AutoAddFromManager | Gets or sets a value indicating whether to automatically provide named access to the pools attached to the manager. |
|  | Instance | Gets the NamedGameObjectPoolManager found in the scene. |
|  | Item | Gets the pool that handles instances of the source object with the specified name. The manager must contain a matching pool to use this method. |
|  | Manager | Gets or sets the pool manager whose pools should be accessed by name. |
|  | UseResources | Gets or sets a value indicating whether to attempt to locate unrecognised names using Load(String) . |

Methods

| Name | Description |
|---|---|
| ≡ Acquire(String) | Acquires an instance of the source object with the specified name, from an attached pool. |
| ≡ Acquire(String, Transform) | Acquires an instance of the source object with the specified name from an attached pool, and sets its parent transform. |
| ≡ Acquire(String, Transform, Boolean) | Acquires an instance of the source object with the specified name from an attached pool, and sets its parent transform. |
| ≡ Acquire(String, Vector3, Quaternion) | Acquires an instance of the source object with the specified name from an attached pool, and sets its position and rotation. |
| ≡ Acquire(String, Vector3, Quaternion, Transform) | Acquires an instance of the source object with the specified name from an attached pool, and sets its parent transform, position and rotation. |
| ≡ CanAcquire | Determines whether an instance of the source object with the specified name can be acquired from its pool. |
| ≡ Equals | (Inherited from Object .) |
| 💡 Finalize | (Inherited from Object .) |
| ≡ GetGameObject | Gets the GameObject that is currently assigned the specified name. |
| ≡ GetHashCode | (Inherited from Object .) |
| ≡ GetName | Gets the name that is currently assigned to the specified GameObject . |
| ≡ GetPool | Gets the pool that handles instances of the source object with the specified name. The manager must contain a matching pool to use this method. |
| ≡ GetPooledCount | Gets the number of instances of the object with the specified name contained in the pool. |
| ≡ GetType | (Inherited from Object .) |
| ≡ HasName(String) | Determines whether the specified name is currently assigned. |
| ≡ HasName(GameObject) | Determines whether the specified GameObject is currently assigned a name. |
| ≡ HasPool | Determines whether the manager has a pool that handles instances of the source object with the specified name. |
| ≡ IsPoolEmpty | Determines whether the pool is empty for instances of the object with the specified name. |
| 💡 MemberwiseClone | (Inherited from Object .) |

| | |
|--|--|
|  OnChanged | Raises the Changed event. |
|  Release | Releases an instance of a game object that was previously acquired from a pool. |
|  RemoveName(String) | Removes the specified named access. |
|  RemoveName(GameObject) | Removes the named access to the specified GameObject . |
|  SetName | Assigns a name to the specified GameObject . |
|  ToString | (Inherited from Object .) |
|  TryAcquire(String, GameObject) | Acquires an instance of the source object with the specified name, from an attached pool. |
|  TryAcquire(String, Transform, GameObject) | Acquires an instance of the source object with the specified name from an attached pool, and sets its parent transform. |
|  TryAcquire(String, Transform, Boolean, GameObject) | Acquires an instance of the source object with the specified name from an attached pool, and sets its parent transform. |
|  TryAcquire(String, Vector3, Quaternion, GameObject) | Acquires an instance of the source object with the specified name from an attached pool, and sets its position and rotation. |
|  TryAcquire(String, Vector3, Quaternion, Transform, GameObject) | Acquires an instance of the source object with the specified name from an attached pool, and sets its parent transform, position and rotation. |
|  TryGetGameObject | Gets the GameObject that is currently assigned the specified name. |
|  TryGetName | Gets the name that is currently assigned to the specified GameObject . |
|  TryGetPool | Gets the pool that handles instances of the source object with the specified name. |

Events

| | Name | Description |
|---|---|-------------|
|  Changed | Occurs when the collection of named pools is changed. | |

Remarks

Unlike [GameObjectPoolManager](#), which uses object references to refer to the source object you wish to acquire an instance of, **NamedGameObjectPoolManager** instead uses a [String](#) name to refer to the source object.

Examples

C#

```
// Create the component on a game object.  
var byName = gameObject.AddComponent<NamedGameObjectPoolManager>();  
  
// Set up the properties.  
byName.Manager = manager;  
byName.AutoAddFromManager = true;  
  
// Assign custom names to the objects being pooled.  
byName.SetName(prefab, "Asteroid_1");  
  
// Acquire an instance of the "prefab" object, using its string name.  
var instance = byName.Acquire("Asteroid_1");  
  
// Access the GameObjectPool that stores the "prefab" instances.  
GameObjectPool asteroidPool = byName["Asteroid_1"];  
  
// Release the acquired instance back to the pool.  
byName.Release(instance);
```

See Also

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager Constructor

Initializes a new instance of the [NamedGameObjectPoolManager](#) class

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public NamedGameObjectPoolManager()
```

See Also

[NamedGameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.NamedGameObjectPoolManager

Properties

The [NamedGameObjectPoolManager](#) type exposes the following members.

Properties

| | Name | Description |
|--|------------------------------------|---|
| | AssignedNames | Gets a list of the names currently assigned to game objects. |
| | AutoAddFromManager | Gets or sets a value indicating whether to automatically provide named access to the pools attached to the manager. |
| | Instance | Gets the NamedGameObjectPoolManager found in the scene. |
| | S | |
| | Item | Gets the pool that handles instances of the source object with the specified name. The manager must contain a matching pool to use this method. |
| | Manager | Gets or sets the pool manager whose pools should be accessed by name. |
| | UseResources | Gets or sets a value indicating whether to attempt to locate unrecognised names using Load(String) . |

See Also

[NamedGameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.AssignedNames Property

Gets a list of the names currently assigned to game objects.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public IEnumerable<KeyValuePair<string, GameObject>> AssignedNames { get; }
```

Property Value

Type: [IEnumerable\(KeyValuePair\(String, GameObject\)\)](#)

See Also

[NamedGameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.AutoAddFromManager Property

Gets or sets a value indicating whether to automatically provide named access to the pools attached to the manager.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool AutoAddFromManager { get; set; }
```

Property Value

Type: [Boolean](#)

Remarks

When enabled, the [NamedGameObjectPoolManager](#) will listen for new pools being attached to its connected [GameObjectPoolManager](#), and call [SetName\(GameObject, String\)](#) to assign a name for the new pool. The name is automatically generated from the name of the **GameObject** being pooled, which is the pool's source object.

See Also

[NamedGameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.Instance Property

Gets the [NamedGameObjectPoolManager](#) found in the scene.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public static NamedGameObjectPoolManager Instance { get; }
```

Property Value

Type: [NamedGameObjectPoolManager](#)

Remarks

If more than one [NamedGameObjectPoolManager](#) exists in the scene, the instance returned by this property is undefined.

If no [NamedGameObjectPoolManager](#) is found in the scene, a new root **GameObject** is created with the [NamedGameObjectPoolManager](#) component attached.

See Also

[NamedGameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.Item Property

Gets the pool that handles instances of the source object with the specified name. The manager must contain a matching pool to use this method.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObjectPool this[  
    string name  
] { get; }
```

Parameters

name

Type: [System.String](#)

The name of the game object to retrieve the pool for.

Return Value

Type: [GameObjectPool](#)

A [GameObjectPool](#) that handles instances of *name*.

See Also

[NamedGameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.Manager Property

Gets or sets the pool manager whose pools should be accessed by name.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObjectPoolManager Manager { get; set; }
```

Property Value

Type: [GameObjectPoolManager](#)

See Also

[NamedGameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.UseResources Property

Gets or sets a value indicating whether to attempt to locate unrecognised names using **Load(String)**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool UseResources { get; set; }
```

Property Value

Type: [Boolean](#)

See Also

[NamedGameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.NamedGameObjectPoolManager Methods

The [NamedGameObjectPoolManager](#) type exposes the following members.

Methods

| Name | Description |
|---|---|
|  Acquire(String) | Acquires an instance of the source object with the specified name, from an attached pool. |
|  Acquire(String, Transform) | Acquires an instance of the source object with the specified name from an attached pool, and sets its parent transform. |
|  Acquire(String, Transform, Boolean) | Acquires an instance of the source object with the specified name from an attached pool, and sets its parent transform. |
|  Acquire(String, Vector3, Quaternion) | Acquires an instance of the source object with the specified name from an attached pool, and sets its position and rotation. |
|  Acquire(String, Vector3, Quaternion, Transform) | Acquires an instance of the source object with the specified name from an attached pool, and sets its parent transform, position and rotation. |
|  CanAcquire | Determines whether an instance of the source object with the specified name can be acquired from its pool. |
|  Equals | (Inherited from Object .) |
|  Finalize | (Inherited from Object .) |
|  GetGameObject | Gets the GameObject that is currently assigned the specified name. |
|  GetHashCode | (Inherited from Object .) |
|  GetName | Gets the name that is currently assigned to the specified GameObject . |
|  GetPool | Gets the pool that handles instances of the source object with the specified name. The manager must contain a matching pool to use this method. |
|  GetPooledCount | Gets the number of instances of the object with the specified name contained in the pool. |
|  GetType | (Inherited from Object .) |
|  HasName(String) | Determines whether the specified name is currently assigned. |
|  HasName(GameObject) | Determines whether the specified GameObject is currently assigned a name. |

| | |
|--|--|
|  HasPool | Determines whether the manager has a pool that handles instances of the source object with the specified name. |
|  IsPoolEmpty | Determines whether the pool is empty for instances of the object with the specified name. |
|  MemberwiseClone | (Inherited from Object .) |
|  OnChanged | Raises the Changed event. |
|  Release | Releases an instance of a game object that was previously acquired from a pool. |
|  RemoveName(String) | Removes the specified named access. |
|  RemoveName(GameObject) | Removes the named access to the specified GameObject . |
|  SetName | Assigns a name to the specified GameObject . |
|  ToString | (Inherited from Object .) |
|  TryAcquire(String, GameObject) | Acquires an instance of the source object with the specified name, from an attached pool. |
|  TryAcquire(String, Transform, GameObject) | Acquires an instance of the source object with the specified name from an attached pool, and sets its parent transform. |
|  TryAcquire(String, Transform, Boolean, GameObject) | Acquires an instance of the source object with the specified name from an attached pool, and sets its parent transform. |
|  TryAcquire(String, Vector3, Quaternion, GameObject) | Acquires an instance of the source object with the specified name from an attached pool, and sets its position and rotation. |
|  TryAcquire(String, Vector3, Quaternion, Transform, GameObject) | Acquires an instance of the source object with the specified name from an attached pool, and sets its parent transform, position and rotation. |
|  TryGetGameObject | Gets the GameObject that is currently assigned the specified name. |
|  TryGetName | Gets the name that is currently assigned to the specified GameObject . |
|  TryGetPool | Gets the pool that handles instances of the source object with the specified name. |

See Also

[NamedGameObjectPoolManager Class](#)
[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.Acquire Method

Overload List

| Name | Description |
|---|--|
|  Acquire(String) | Acquires an instance of the source object with the specified name, from an attached pool. |
|  Acquire(String, Transform) | Acquires an instance of the source object with the specified name from an attached pool, and sets its parent transform. |
|  Acquire(String, Transform, Boolean) | Acquires an instance of the source object with the specified name from an attached pool, and sets its parent transform. |
|  Acquire(String, Vector3, Quaternion) | Acquires an instance of the source object with the specified name from an attached pool, and sets its position and rotation. |
|  Acquire(String, Vector3, Quaternion, Transform) | Acquires an instance of the source object with the specified name from an attached pool, and sets its parent transform, position and rotation. |

See Also

[NamedGameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.Acquire Method (String)

Acquires an instance of the source object with the specified name, from an attached pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObject Acquire(  
    string sourceObject  
)
```

Parameters

sourceObject

Type: [System.String](#)

The name of the game object to acquire an instance of.

Return Value

Type: **GameObject**

An instance of *sourceObject* acquired from the pool.

See Also

[NamedGameObjectPoolManager Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[NamedGameObjectPoolManager.CanAcquire\(String\)](#)

[NamedGameObjectPoolManager.TryAcquire\(String, GameObject\)](#)

[NamedGameObjectPoolManager.Release\(GameObject\)](#)

NamedGameObjectPoolManager.Acquire Method (String, Transform)

Acquires an instance of the source object with the specified name from an attached pool, and sets its parent transform.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObject Acquire(  
    string sourceObject,  
    Transform parent  
)
```

Parameters

sourceObject

Type: [System.String](#)

The name of the game object to acquire an instance of.

parent

Type: [UnityEngine.Transform](#)

The transform to which the instance should be parented.

Return Value

Type: [GameObject](#)

An instance of *sourceObject* acquired from the pool.

See Also

[NamedGameObjectPoolManager Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[NamedGameObjectPoolManager.CanAcquire\(String\)](#)

[NamedGameObjectPoolManager.TryAcquire\(String, Transform, GameObject\)](#)

[NamedGameObjectPoolManager.Release\(GameObject\)](#)

NamedGameObjectPoolManager.Acquire Method (String, Transform, Boolean)

Acquires an instance of the source object with the specified name from an attached pool, and sets its parent transform.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObject Acquire(  
    string sourceObject,  
    Transform parent,  
    bool spawnInWorldSpace  
)
```

Parameters

sourceObject

Type: [System.String](#)

The name of the game object to acquire an instance of.

parent

Type: [UnityEngine.Transform](#)

The transform to which the instance should be parented.

spawnInWorldSpace

Type: [System.Boolean](#)

true

([True](#) in Visual Basic) if the original world position should be maintained when assigning the parent; otherwise, [false](#) ([False](#) in Visual Basic).

Return Value

Type: [GameObject](#)

An instance of *sourceObject* acquired from the pool.

See Also

[NamedGameObjectPoolManager Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[NamedGameObjectPoolManager.CanAcquire\(String\)](#)

[NamedGameObjectPoolManager.TryAcquire\(String, Transform, GameObject\)](#)

[NamedGameObjectPoolManager.Release\(GameObject\)](#)

NamedGameObjectPoolManager.Acquire Method (String, Vector3, Quaternion)

Acquires an instance of the source object with the specified name from an attached pool, and sets its position and rotation.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObject Acquire(  
    string sourceObject,  
    Vector3 position,  
    Quaternion rotation  
)
```

Parameters

sourceObject

Type: [System.String](#)

The name of the game object to acquire an instance of.

position

Type: [UnityEngine.Vector3](#)

The position to set the instance's transform to.

rotation

Type: [UnityEngine.Quaternion](#)

The rotation to set the instance's transform to.

Return Value

Type: **GameObject**

An instance of *sourceObject* acquired from the pool.

See Also

[NamedGameObjectPoolManager Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[NamedGameObjectPoolManager.CanAcquire\(String\)](#)

[NamedGameObjectPoolManager.TryAcquire\(String, Vector3, Quaternion, GameObject\)](#)

[NamedGameObjectPoolManager.Release\(GameObject\)](#)

NamedGameObjectPoolManager.Acquire Method (String, Vector3, Quaternion, Transform)

Acquires an instance of the source object with the specified name from an attached pool, and sets its parent transform, position and rotation.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObject Acquire(  
    string sourceObject,  
    Vector3 position,  
    Quaternion rotation,  
    Transform parent  
)
```

Parameters

sourceObject

Type: [System.String](#)

The name of the game object to acquire an instance of.

position

Type: [UnityEngine.Vector3](#)

The position to set the instance's transform to.

rotation

Type: [UnityEngine.Quaternion](#)

The rotation to set the instance's transform to.

parent

Type: [UnityEngine.Transform](#)

The transform to which the instance should be parented.

Return Value

Type: **GameObject**

An instance of *sourceObject* acquired from the pool.

See Also

[NamedGameObjectPoolManager Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[NamedGameObjectPoolManager.CanAcquire\(String\)](#)

[NamedGameObjectPoolManager.TryAcquire\(String, Vector3, Quaternion, Transform, GameObject\)](#)

[NamedGameObjectPoolManager.Release\(GameObject\)](#)

NamedGameObjectPoolManager.CanAcquire Method

Determines whether an instance of the source object with the specified name can be acquired from its pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool CanAcquire(  
    string sourceObject  
)
```

Parameters

sourceObject

Type: [System.String](#)

The name of the game object to check.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of *sourceObject* can be acquired from its pool; otherwise, `false` (`False` in Visual Basic).

Remarks

An instance can be acquired when its pool contains at least one instance, or when

[InstantiateWhenEmpty](#) is `true` (`True` in Visual Basic).

See Also

[NamedGameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.GetGameObject Method

Gets the **GameObject** that is currently assigned the specified name.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObject GetGameObject(  
    string name  
)
```

Parameters

name

Type: [System.String](#)

The name that is currently assigned to a **GameObject**.

Return Value

Type: **GameObject**

The **GameObject** that is currently assigned the specified name.

Exceptions

| Exception | Condition |
|--------------------------------------|---|
| KeyNotFoundException | If there is no GameObject currently assigned the specified name. |

See Also

[NamedGameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[NamedGameObjectPoolManager.TryGetGameObject\(String, GameObject\)](#)

NamedGameObjectPoolManager.GetName Method

Gets the name that is currently assigned to the specified **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public string GetName(  
    GameObject gameObject  
)
```

Parameters

gameObject

Type: UnityEngine.GameObject

The **GameObject** that is currently assigned a name.

Return Value

Type: [String](#)

The name that is currently assigned to the specified **GameObject**.

See Also

[NamedGameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.GetPool Method

Gets the pool that handles instances of the source object with the specified name. The manager must contain a matching pool to use this method.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObjectPool GetPool(  
    string sourceObject  
)
```

Parameters

sourceObject

Type: [System.String](#)

The name of the game object to retrieve the pool for.

Return Value

Type: [GameObjectPool](#)

A [GameObjectPool](#) that handles instances of *sourceObject*.

See Also

[NamedGameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.GetPooledCount Method

Gets the number of instances of the object with the specified name contained in the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public int GetPooledCount(  
    string sourceObject  
)
```

Parameters

sourceObject

Type: [System.String](#)

The name of the game object to check.

Return Value

Type: [Int32](#)

The number of instances of the specified object contained in the pool.

See Also

[NamedGameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.HasName Method

Overload List

| | Name | Description |
|---|-------------------------------------|--|
|  | HasName(String) | Determines whether the specified name is currently assigned. |
|  | HasName(GameObject) | Determines whether the specified GameObject is currently assigned a name. |

See Also

[NamedGameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.HasName Method (String)

Determines whether the specified name is currently assigned.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool HasName(  
    string name  
)
```

Parameters

name

Type: [System.String](#)

The name to check.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if the specified name is currently assigned; otherwise, `false` (`False` in Visual Basic).

See Also

[NamedGameObjectPoolManager Class](#)

[HasName Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.HasName Method (GameObject)

Determines whether the specified **GameObject** is currently assigned a name.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool HasName(  
    GameObject gameObject  
)
```

Parameters

gameObject

Type: `UnityEngine.GameObject`

The **GameObject** to check.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if the specified **GameObject** is currently assigned a name; otherwise, `false` (`False` in Visual Basic).

See Also

[NamedGameObjectPoolManager Class](#)

[HasName Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.HasPool Method

Determines whether the manager has a pool that handles instances of the source object with the specified name.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool HasPool(  
    string sourceObject  
)
```

Parameters

sourceObject

Type: [System.String](#)

The name of the game object to check.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if the manager has a pool that handles instances of *sourceObject*; otherwise, `false` (`False` in Visual Basic).

See Also

[NamedGameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.IsEmpty Method

Determines whether the pool is empty for instances of the object with the specified name.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool IsPoolEmpty(  
    string sourceObject  
)
```

Parameters

sourceObject

Type: [System.String](#)

The name of the game object to check.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if the pool is empty for instances of the specified object; otherwise, `false` (`False` in Visual Basic).

See Also

[NamedGameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.OnChanged Method

Raises the [Changed](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnChanged()
```

See Also

[NamedGameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.Release Method

Releases an instance of a game object that was previously acquired from a pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void Release(  
    GameObject instance  
)
```

Parameters

instance

Type: `UnityEngine.GameObject`

The instance to release back to the pool.

See Also

[NamedGameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.RemoveName Method

Overload List

| | Name | Description |
|--|--|---|
| | RemoveName(String) | Removes the specified named access. |
| | RemoveName(GameObject) | Removes the named access to the specified GameObject . |

See Also

[NamedGameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.RemoveName Method (String)

Removes the specified named access.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool RemoveName(  
    string name  
)
```

Parameters

name

Type: [System.String](#)

The named access to be removed.

Return Value

Type: [Boolean](#)

true (True in Visual Basic) if the named access was removed; otherwise, false (False in Visual Basic).

See Also

[NamedGameObjectPoolManager Class](#)

[RemoveName Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.RemoveName Method (GameObject)

Removes the named access to the specified **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool RemoveName(  
    GameObject gameObject  
)
```

Parameters

gameObject

Type: [UnityEngine.GameObject](#)

The **GameObject** whose named access should be removed.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if the named access was removed; otherwise, `false` (`False` in Visual Basic).

See Also

[NamedGameObjectPoolManager Class](#)

[RemoveName Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.SetName Method

Assigns a name to the specified **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void SetName(  
    GameObject gameObject,  
    string name  
)
```

Parameters

gameObject

Type: [UnityEngine.GameObject](#)

The **GameObject** whose name should be assigned.

name

Type: [System.String](#)

The name to assign to the **GameObject**.

See Also

[NamedGameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.TryAcquire Method

Overload List

| Name | Description |
|--|--|
|  TryAcquire(String, GameObject) | Acquires an instance of the source object with the specified name, from an attached pool. |
|  TryAcquire(String, Transform, GameObject) | Acquires an instance of the source object with the specified name from an attached pool, and sets its parent transform. |
|  TryAcquire(String, Transform, Boolean, GameObject) | Acquires an instance of the source object with the specified name from an attached pool, and sets its parent transform. |
|  TryAcquire(String, Vector3, Quaternion, GameObject) | Acquires an instance of the source object with the specified name from an attached pool, and sets its position and rotation. |
|  TryAcquire(String, Vector3, Quaternion, Transform, GameObject) | Acquires an instance of the source object with the specified name from an attached pool, and sets its parent transform, position and rotation. |

See Also

[NamedGameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.TryAcquire Method (String, GameObject)

Acquires an instance of the source object with the specified name, from an attached pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(  
    string sourceObject,  
    out GameObject instance  
)
```

Parameters

sourceObject

Type: [System.String](#)

The name of the game object to acquire an instance of.

instance

Type: [UnityEngine.GameObject](#)

When this method returns, contains the instance of *sourceObject*, if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

true ([True](#) in Visual Basic) if an instance of *sourceObject* was acquired from an attached pool; otherwise, *false* ([False](#) in Visual Basic).

See Also

[NamedGameObjectPoolManager Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[NamedGameObjectPoolManager.Acquire\(String\)](#)

[NamedGameObjectPoolManager.Release\(GameObject\)](#)

NamedGameObjectPoolManager.TryAcquire Method (String, Transform, GameObject)

Acquires an instance of the source object with the specified name from an attached pool, and sets its parent transform.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(  
    string sourceObject,  
    Transform parent,  
    out GameObject instance  
)
```

Parameters

sourceObject

Type: [System.String](#)

The name of the game object to acquire an instance of.

parent

Type: [UnityEngine.Transform](#)

The transform to which the instance should be parented.

instance

Type: [UnityEngine.GameObject](#)

When this method returns, contains the instance of *sourceObject*, if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of *sourceObject* was acquired from an attached pool; otherwise, `false` (`False` in Visual Basic).

See Also

[NamedGameObjectPoolManager Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[NamedGameObjectPoolManager.Acquire\(String, Transform\)](#)

[NamedGameObjectPoolManager.Release\(GameObject\)](#)

NamedGameObjectPoolManager.TryAcquire Method (String, Transform, Boolean, GameObject)

Acquires an instance of the source object with the specified name from an attached pool, and sets its parent transform.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(
    string sourceObject,
    Transform parent,
    bool spawnInWorldSpace,
    out GameObject instance
)
```

Parameters

sourceObject

Type: [System.String](#)

The name of the game object to acquire an instance of.

parent

Type: [UnityEngine.Transform](#)

The transform to which the instance should be parented.

spawnInWorldSpace

Type: [System.Boolean](#)

true

([True](#) in Visual Basic) if the original world position should be maintained when assigning the parent; otherwise, [false](#) ([False](#) in Visual Basic).

instance

Type: [UnityEngine.GameObject](#)

When this method returns, contains the instance of *sourceObject*, if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

true ([True](#) in Visual Basic) if an instance of *sourceObject* was acquired from an attached pool; otherwise, [false](#) ([False](#) in Visual Basic).

See Also

[NamedGameObjectPoolManager Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

Pure Pool - Object Pooling by Umbrace

[NamedGameObjectPoolManager.Acquire\(String, Transform\)](#)

[NamedGameObjectPoolManager.Release\(GameObject\)](#)

NamedGameObjectPoolManager.TryAcquire Method (String, Vector3, Quaternion, GameObject)

Acquires an instance of the source object with the specified name from an attached pool, and sets its position and rotation.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(
    string sourceObject,
    Vector3 position,
    Quaternion rotation,
    out GameObject instance
)
```

Parameters

sourceObject

Type: [System.String](#)

The name of the game object to acquire an instance of.

position

Type: [UnityEngine.Vector3](#)

The position to set the instance's transform to.

rotation

Type: [UnityEngine.Quaternion](#)

The rotation to set the instance's transform to.

instance

Type: [UnityEngine.GameObject](#)

When this method returns, contains the instance of *sourceObject*, if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of *sourceObject* was acquired from an attached pool; otherwise, `false` (`False` in Visual Basic).

See Also

[NamedGameObjectPoolManager Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[NamedGameObjectPoolManager.Acquire\(String, Vector3, Quaternion\)](#)

[NamedGameObjectPoolManager.Release\(GameObject\)](#)

NamedGameObjectPoolManager.TryAcquire Method (String, Vector3, Quaternion, Transform, GameObject)

Acquires an instance of the source object with the specified name from an attached pool, and sets its parent transform, position and rotation.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(  
    string sourceObject,  
    Vector3 position,  
    Quaternion rotation,  
    Transform parent,  
    out GameObject instance  
)
```

Parameters

sourceObject

Type: [System.String](#)

The name of the game object to acquire an instance of.

position

Type: [UnityEngine.Vector3](#)

The position to set the instance's transform to.

rotation

Type: [UnityEngine.Quaternion](#)

The rotation to set the instance's transform to.

parent

Type: [UnityEngine.Transform](#)

The transform to which the instance should be parented.

instance

Type: [UnityEngine.GameObject](#)

When this method returns, contains the instance of *sourceObject*, if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of *sourceObject* was acquired from an attached pool; otherwise, `false` (`False` in Visual Basic).

See Also

[NamedGameObjectPoolManager Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[NamedGameObjectPoolManager.Acquire\(String, Vector3, Quaternion, Transform\)](#)

[NamedGameObjectPoolManager.Release\(GameObject\)](#)

NamedGameObjectPoolManager.TryGetGameObject Method

Gets the **GameObject** that is currently assigned the specified name.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryGetGameObject(  
    string name,  
    out GameObject gameObject  
)
```

Parameters

name

Type: [System.String](#)

The name that is currently assigned to a **GameObject**.

gameObject

Type: [UnityEngine.GameObject](#)

When this method returns, contains the **GameObject** that is currently assigned the specified name, if one exists; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if a **GameObject** with the specified name was found; otherwise, `false` (`False` in Visual Basic).

See Also

[NamedGameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[NamedGameObjectPoolManager.GetGameObject\(String\)](#)

NamedGameObjectPoolManager.TryGetName Method

Gets the name that is currently assigned to the specified **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryGetName(  
    GameObject gameObject,  
    out string name  
)
```

Parameters

gameObject

Type: `UnityEngine.GameObject`

The **GameObject** that is currently assigned a name.

name

Type: [System.String](#)

When this method returns, contains the name that is currently assigned to the specified **GameObject**, if one exists; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if a name assigned to the specified **GameObject** was found; otherwise, `false` (`False` in Visual Basic).

See Also

[NamedGameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.TryGetPool Method

Gets the pool that handles instances of the source object with the specified name.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryGetPool(  
    string sourceObject,  
    out GameObjectPool pool  
)
```

Parameters

sourceObject

Type: [System.String](#)

The name of the game object to retrieve the pool for.

pool

Type: [Umbrace.Unity.PurePool.GameObjectPool](#)

When this method returns, contains the pool that handles the specified game object, if one is found; otherwise, a null reference (`Nothing` in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if the manager contains a pool that handles the specified game object; otherwise, `false` (`False` in Visual Basic).

See Also

[NamedGameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.NamedGameObjectPoolManager Events

The [NamedGameObjectPoolManager](#) type exposes the following members.

Events

| | Name | Description |
|---|-------------------------|---|
|  | Changed | Occurs when the collection of named pools is changed. |

See Also

[NamedGameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

NamedGameObjectPoolManager.Changed Event

Occurs when the collection of named pools is changed.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public event EventHandler Changed
```

Value

Type: [System.EventHandler](#)

See Also

[NamedGameObjectPoolManager Class](#)

[Umbrace.Unity.PurePool Namespace](#)

NotificationMode Enumeration

Specifies the ways in which pooling notifications can be sent to **MonoBehaviour** components.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[FlagsAttribute]  
public enum NotificationMode
```

Members

| Member name | Value | Description |
|--------------------------------|-------|---|
| Interface | 1 | A custom interface that is applied to any components that need to respond to the notification. |
| SendMessage | 2 | The built-in Unity messaging system that sends notifications using the SendMessage(String) method. |
| UnityMessagingInterface | 4 | The built-in Unity messaging system that sends notifications using the ExecuteEvents class, using an interface applied to any components that need to respond to the notification. |

See Also

[Umbrace.Unity.PurePool Namespace](#)

Poolable Class

A component that allows pooling of multiple associated **AudioSource** components.

Inheritance Hierarchy

[System.Object](#)

UnityEngine.Object

UnityEngine.Component

UnityEngine.Behaviour

UnityEngine.MonoBehaviour

Umbrace.Unity.PurePool.Poolable

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[RequireComponent(typeof(AudioSource))]  
public class Poolable : MonoBehaviour,  
    IPoolable, IEventSystemHandler
```

The **Poolable** type exposes the following members.

Constructors

| | Name | Description |
|--|---|--|
| | Poolable<audiosource></audiosource> | Initializes a new instance of the Poolable<audiosource></audiosource> class |

Methods

| | Name | Description |
|--|---------------------------------|---|
| | Equals | (Inherited from Object .) |
| | Finalize | (Inherited from Object .) |
| | GetHashCode | (Inherited from Object .) |
| | GetType | (Inherited from Object .) |
| | MemberwiseClone | (Inherited from Object .) |
| | ToString | (Inherited from Object .) |

Fields

| | Name | Description |
|--|-------------------------------|--|
| | PlayOnAcquire | A value indicating whether the audio sources will automatically start playing when the instance is acquired from the pool. |

Pure Pool - Object Pooling by Umbrace

See Also

[Umbrace.Unity.PurePool Namespace](#)

Poolable AudioSource Constructor

Initializes a new instance of the [Poolable AudioSource](#) class

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public Poolable AudioSource()
```

See Also

[Poolable AudioSource Class](#)

[Umbrace.Unity.PurePool Namespace](#)

Poolable AudioSource.Poolable AudioSource Methods

The [Poolable AudioSource](#) type exposes the following members.

Methods

| | Name | Description |
|--|---------------------------------|---|
| | Equals | (Inherited from Object .) |
| | Finalize | (Inherited from Object .) |
| | GetHashCode | (Inherited from Object .) |
| | GetType | (Inherited from Object .) |
| | MemberwiseClone | (Inherited from Object .) |
| | ToString | (Inherited from Object .) |

See Also

[Poolable AudioSource Class](#)
[Umbrace.Unity.PurePool Namespace](#)

Poolable.Poolable

The [Poolable](#) type exposes the following members.

Fields

| | Name | Description |
|---|-------------------------------|--|
|  | PlayOnAcquire | A value indicating whether the audio sources will automatically start playing when the instance is acquired from the pool. |

See Also

[Poolable](#)

[Umbrace.Unity.PurePool Namespace](#)

Poolable AudioSource.PlayOnAcquire Field

A value indicating whether the audio sources will automatically start playing when the instance is acquired from the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool PlayOnAcquire
```

Field Value

Type: [Boolean](#)

Remarks

Setting this property to `true` (`True` in Visual Basic) will automatically call `Play()` on the audio sources attached to this **GameObject**. This provides the same behaviour as `playOnAwake`, but for use with pooling.

See Also

[Poolable AudioSource Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableComponent Class

A component that will automatically be attached to an instance of a pooled object, to provide notifications when the object is acquired from, or released to, the pool.

Inheritance Hierarchy

[System.Object](#)

```
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
Umbrace.Unity.PurePool.PoolableObject\(SerialisableType\)
Umbrace.Unity.PurePool.PoolableComponent
```

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[DisallowMultipleComponent]
[AddComponentMenu("")]
public class PoolableComponent : PoolableObject<SerialisableType>
```

The **PoolableComponent** type exposes the following members.

Constructors

| | Name | Description |
|---|-----------------------------------|--|
|  | PoolableComponent | Initializes a new instance of the PoolableComponent class |

Properties

| | Name | Description |
|---|---|---|
|  | CachePoolableComponents | Gets or sets a value indicating whether to cache the components found on this GameObject that implement IPoolable . (Inherited from PoolableObject(T) .) |
|  | IsInPool | Gets a value indicating whether the pooled object is currently unacquired and contained by the object pool. (Inherited from PoolableObject(T) .) |
|  | NotificationMode | Gets or sets the way in which pooled objects are notified about being acquired from, and returned to, the pool. (Inherited from PoolableObject(T) .) |
|  | SourceObject | Gets the source object that this pooled object is a clone of. (Inherited from PoolableObject(T) .) |

Methods

| | Name | Description |
|--|--|--|
| | AddToCache(Component) | Adds a poolable component to the cache. (Inherited from PoolableObject(T) .) |
| | AddToCache(IPoolable) | Adds a poolable component to the cache. (Inherited from PoolableObject(T) .) |
| | Equals | (Inherited from Object .) |
| | Finalize | (Inherited from Object .) |
| | GetHashCode | (Inherited from Object .) |
| | GetType | (Inherited from Object .) |
| | MemberwiseClone | (Inherited from Object .) |
| | OnAcquire | Informs all poolable components that the object has been acquired from the pool. (Inherited from PoolableObject(T) .) |
| | OnRelease | Informs all poolable components that the object has been released back to the pool. (Inherited from PoolableObject(T) .) |
| | RefreshCache | Refreshes the cache of poolable components. (Inherited from PoolableObject(T) .) |
| | RemoveFromCache(Component) | Removes a poolable component from the cache. (Inherited from PoolableObject(T) .) |
| | RemoveFromCache(IPoolable) | Removes a poolable component from the cache. (Inherited from PoolableObject(T) .) |
| | ToString | (Inherited from Object .) |

Events

| | Name | Description |
|--|---------------------------|--|
| | Destroyed | Occurs when the PoolableObject(T) is destroyed. (Inherited from PoolableObject(T) .) |

See Also

[Umbrace.Unity.PurePool Namespace](#)

PoolableComponent Constructor

Initializes a new instance of the [PoolableComponent](#) class

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public PoolableComponent()
```

See Also

[PoolableComponent Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableComponent.PoolableComponent Properties

The [PoolableComponent](#) type exposes the following members.

Properties

| | Name | Description |
|---|---|---|
|  | CachePoolableComponents | Gets or sets a value indicating whether to cache the components found on this GameObject that implement IPoolable . (Inherited from PoolableObject(T) .) |
|  | IsInPool | Gets a value indicating whether the pooled object is currently unacquired and contained by the object pool. (Inherited from PoolableObject(T) .) |
|  | NotificationMode | Gets or sets the way in which pooled objects are notified about being acquired from, and returned to, the pool. (Inherited from PoolableObject(T) .) |
|  | SourceObject | Gets the source object that this pooled object is a clone of. (Inherited from PoolableObject(T) .) |

See Also

[PoolableComponent Class](#)
[Umbrace.Unity.PurePool Namespace](#)

PoolableComponent.PoolableComponent Methods

The [PoolableComponent](#) type exposes the following members.

Methods

| | Name | Description |
|--|--|--|
| | AddToCache(Component) | Adds a poolable component to the cache. (Inherited from PoolableObject(T) .) |
| | AddToCache(IPoolable) | Adds a poolable component to the cache. (Inherited from PoolableObject(T) .) |
| | Equals | (Inherited from Object .) |
| | Finalize | (Inherited from Object .) |
| | GetHashCode | (Inherited from Object .) |
| | GetType | (Inherited from Object .) |
| | MemberwiseClone | (Inherited from Object .) |
| | OnAcquire | Informs all poolable components that the object has been acquired from the pool. (Inherited from PoolableObject(T) .) |
| | OnRelease | Informs all poolable components that the object has been released back to the pool. (Inherited from PoolableObject(T) .) |
| | RefreshCache | Refreshes the cache of poolable components. (Inherited from PoolableObject(T) .) |
| | RemoveFromCache(Component) | Removes a poolable component from the cache. (Inherited from PoolableObject(T) .) |
| | RemoveFromCache(IPoolable) | Removes a poolable component from the cache. (Inherited from PoolableObject(T) .) |
| | ToString | (Inherited from Object .) |

See Also

[PoolableComponent Class](#)
[Umbrace.Unity.PurePool Namespace](#)

PoolableComponent.PoolableComponent Events

The [PoolableComponent](#) type exposes the following members.

Events

| | Name | Description |
|---|---------------------------|--|
|  | Destroyed | Occurs when the PoolableObject(T) is destroyed. (Inherited from PoolableObject(T) .) |

See Also

[PoolableComponent Class](#)
[Umbrace.Unity.PurePool Namespace](#)

PoolableGameObject Class

A component that will automatically be attached to an instance of a pooled object, to provide notifications when the object is acquired from, or released to, the pool.

Inheritance Hierarchy

System.Object

```
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
Umbrace.Unity.PurePool.PoolableObject<GameObject>
Umbrace.Unity.PurePool.PoolableGameObject
```

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[DisallowMultipleComponent]
public class PoolableGameObject : PoolableObject<GameObject>
```

The **PoolableGameObject** type exposes the following members.

Constructors

| | Name | Description |
|---|------------------------------------|---|
|  | PoolableGameObject | Initializes a new instance of the PoolableGameObject class |

Properties

| | Name | Description |
|---|---|---|
|  | CachePoolableComponents | Gets or sets a value indicating whether to cache the components found on this GameObject that implement IPoolable . (Inherited from PoolableObject(T) .) |
|  | IsInPool | Gets a value indicating whether the pooled object is currently unacquired and contained by the object pool. (Inherited from PoolableObject(T) .) |
|  | NotificationMode | Gets or sets the way in which pooled objects are notified about being acquired from, and returned to, the pool. (Inherited from PoolableObject(T) .) |
|  | SourceObject | Gets the source object that this pooled object is a clone of. (Inherited from PoolableObject(T) .) |

Methods

| | Name | Description |
|--|--|--|
| | AddToCache(Component) | Adds a poolable component to the cache. (Inherited from PoolableObject(T) .) |
| | AddToCache(IPoolable) | Adds a poolable component to the cache. (Inherited from PoolableObject(T) .) |
| | Equals | (Inherited from Object .) |
| | Finalize | (Inherited from Object .) |
| | GetHashCode | (Inherited from Object .) |
| | GetType | (Inherited from Object .) |
| | MemberwiseClone | (Inherited from Object .) |
| | OnAcquire | Informs all poolable components that the object has been acquired from the pool. (Inherited from PoolableObject(T) .) |
| | OnRelease | Informs all poolable components that the object has been released back to the pool. (Inherited from PoolableObject(T) .) |
| | RefreshCache | Refreshes the cache of poolable components. (Inherited from PoolableObject(T) .) |
| | RemoveFromCache(Component) | Removes a poolable component from the cache. (Inherited from PoolableObject(T) .) |
| | RemoveFromCache(IPoolable) | Removes a poolable component from the cache. (Inherited from PoolableObject(T) .) |
| | ToString | (Inherited from Object .) |

Events

| | Name | Description |
|--|---------------------------|--|
| | Destroyed | Occurs when the PoolableObject(T) is destroyed. (Inherited from PoolableObject(T) .) |

See Also

[Umbrace.Unity.PurePool Namespace](#)

PoolableObject Constructor

Initializes a new instance of the [PoolableObject](#) class

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public PoolableObject()
```

See Also

[PoolableObject Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableGameObject.PoolableGameObject Properties

The [PoolableGameObject](#) type exposes the following members.

Properties

| | Name | Description |
|---|---|---|
|  | CachePoolableComponents | Gets or sets a value indicating whether to cache the components found on this GameObject that implement IPoolable . (Inherited from PoolableObject(T) .) |
|  | IsInPool | Gets a value indicating whether the pooled object is currently unacquired and contained by the object pool. (Inherited from PoolableObject(T) .) |
|  | NotificationMode | Gets or sets the way in which pooled objects are notified about being acquired from, and returned to, the pool. (Inherited from PoolableObject(T) .) |
|  | SourceObject | Gets the source object that this pooled object is a clone of. (Inherited from PoolableObject(T) .) |

See Also

[PoolableGameObject Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableObject.PoolableObject Methods

The [PoolableObject](#) type exposes the following members.

Methods

| | Name | Description |
|--|------|--|
|  AddToCache(Component) | | Adds a poolable component to the cache. (Inherited from PoolableObject(T) .) |
|  AddToCache(IPoolable) | | Adds a poolable component to the cache. (Inherited from PoolableObject(T) .) |
|  Equals | | (Inherited from Object .) |
|  Finalize | | (Inherited from Object .) |
|  GetHashCode | | (Inherited from Object .) |
|  GetType | | (Inherited from Object .) |
|  MemberwiseClone | | (Inherited from Object .) |
|  OnAcquire | | Informs all poolable components that the object has been acquired from the pool. (Inherited from PoolableObject(T) .) |
|  OnRelease | | Informs all poolable components that the object has been released back to the pool. (Inherited from PoolableObject(T) .) |
|  RefreshCache | | Refreshes the cache of poolable components. (Inherited from PoolableObject(T) .) |
|  RemoveFromCache(Component) | | Removes a poolable component from the cache. (Inherited from PoolableObject(T) .) |
|  RemoveFromCache(IPoolable) | | Removes a poolable component from the cache. (Inherited from PoolableObject(T) .) |
|  ToString | | (Inherited from Object .) |

See Also

[PoolableObject Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableObject.PoolableObject Events

The [PoolableObject](#) type exposes the following members.

Events

| | Name | Description |
|---|---------------------------|--|
|  | Destroyed | Occurs when the PoolableObject(T) is destroyed. (Inherited from PoolableObject(T) .) |

See Also

[PoolableObject Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableMonoBehaviour Class

A component that allows pooling of multiple associated **MonoBehaviour** components.

Inheritance Hierarchy

[System.Object](#)

```
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
Umbrace.Unity.PurePool.PoolableMonoBehaviour
```

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[DisallowMultipleComponent]
public class PoolableMonoBehaviour : MonoBehaviour,
    IPoolable, IEventSystemHandler
```

The **PoolableMonoBehaviour** type exposes the following members.

Constructors

| | Name | Description |
|---|---------------------------------------|--|
|  | PoolableMonoBehaviour | Initializes a new instance of the PoolableMonoBehaviour class |

Methods

| | Name | Description |
|---|---------------------------------|---|
|  | Equals | (Inherited from Object .) |
|  | Finalize | (Inherited from Object .) |
|  | GetHashCode | (Inherited from Object .) |
|  | GetType | (Inherited from Object .) |
|  | MemberwiseClone | (Inherited from Object .) |
|  | ToString | (Inherited from Object .) |

See Also

[Umbrace.Unity.PurePool Namespace](#)

PoolableMonoBehaviour Constructor

Initializes a new instance of the [PoolableMonoBehaviour](#) class

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public PoolableMonoBehaviour()
```

See Also

[PoolableMonoBehaviour Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableMonoBehaviour.PoolableMonoBehaviour Methods

The [PoolableMonoBehaviour](#) type exposes the following members.

Methods

| | Name | Description |
|--|---------------------------------|---|
| | Equals | (Inherited from Object .) |
| | Finalize | (Inherited from Object .) |
| | GetHashCode | (Inherited from Object .) |
| | GetType | (Inherited from Object .) |
| | MemberwiseClone | (Inherited from Object .) |
| | ToString | (Inherited from Object .) |

See Also

[PoolableMonoBehaviour Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableObject(T) Class

A component that will automatically be attached to an instance of a pooled object, to provide notifications when the object is acquired from, or released to, the pool.

Inheritance Hierarchy

[System.Object](#)

```
UnityEngine.Object  
UnityEngine.Component  
UnityEngine.Behaviour  
UnityEngine.MonoBehaviour  
Umbrace.Unity.PurePool.PoolableObject(T)  
Umbrace.Unity.PurePool.PoolableComponent  
Umbrace.Unity.PurePool.PoolableGameObject
```

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public abstract class PoolableObject<T> : MonoBehaviour,  
ISerializationCallbackReceiver
```

Type Parameters

T

The type of object being pooled.

The PoolableObject(T) type exposes the following members.

Constructors

| | Name | Description |
|---|--|---|
|  | <u>PoolableObject(T)</u> | Initializes a new instance of the PoolableObject(T) class |

Properties

| | Name | Description |
|---|--|---|
|  | <u>CachePoolableComponents</u> | Gets or sets a value indicating whether to cache the components found on this GameObject that implement <u>IPoolable</u> . |
|  | <u>IsInPool</u> | Gets a value indicating whether the pooled object is currently unacquired and contained by the object pool. |
|  | <u>NotificationMode</u> | Gets or sets the way in which pooled objects are notified about being acquired from, and returned to, the pool. |
|  | <u>SourceObject</u> | Gets the source object that this pooled object is a clone of. |

Methods

| | Name | Description |
|--|--|---|
| | AddToCache(Component) | Adds a poolable component to the cache. |
| | AddToCache(IPoolable) | Adds a poolable component to the cache. |
| | Equals | (Inherited from Object .) |
| | Finalize | (Inherited from Object .) |
| | GetHashCode | (Inherited from Object .) |
| | GetType | (Inherited from Object .) |
| | MemberwiseClone | (Inherited from Object .) |
| | OnAcquire | Informs all poolable components that the object has been acquired from the pool. |
| | OnRelease | Informs all poolable components that the object has been released back to the pool. |
| | RefreshCache | Refreshes the cache of poolable components. |
| | RemoveFromCache(Component) | Removes a poolable component from the cache. |
| | RemoveFromCache(IPoolable) | Removes a poolable component from the cache. |
| | ToString | (Inherited from Object .) |

Events

| | Name | Description |
|--|---------------------------|---|
| | Destroyed | Occurs when the PoolableObject(T) is destroyed. |

See Also

[Umbrace.Unity.PurePool Namespace](#)

PoolableObject(T) Constructor

Initializes a new instance of the [PoolableObject\(T\)](#) class

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected PoolableObject()
```

See Also

[PoolableObject\(T\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableObject(*T*).PoolableObject(*T*) Properties

The [PoolableObject\(*T*\)](#) generic type exposes the following members.

Properties

| | Name | Description |
|---|---|--|
|  | CachePoolableComponents | Gets or sets a value indicating whether to cache the components found on this GameObject that implement IPoolable . |
|  | IsInPool | Gets a value indicating whether the pooled object is currently unacquired and contained by the object pool. |
|  | NotificationMode | Gets or sets the way in which pooled objects are notified about being acquired from, and returned to, the pool. |
|  | SourceObject | Gets the source object that this pooled object is a clone of. |

See Also

[PoolableObject\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableObject(T).CachePoolableComponents Property

Gets or sets a value indicating whether to cache the components found on this **GameObject** that implement [IPoolable](#).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool CachePoolableComponents { get; set; }
```

Property Value

Type: [Boolean](#)

See Also

[PoolableObject\(T\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableObject(T).IsInPool Property

Gets a value indicating whether the pooled object is currently unacquired and contained by the object pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool IsInPool { get; }
```

Property Value

Type: [Boolean](#)

See Also

[PoolableObject\(T\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableObject(T).NotificationMode Property

Gets or sets the way in which pooled objects are notified about being acquired from, and returned to, the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public NotificationMode NotificationMode { get; set; }
```

Property Value

Type: [NotificationMode](#)

See Also

[PoolableObject\(T\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableObject(*T*).SourceObject Property

Gets the source object that this pooled object is a clone of.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public T SourceObject { get; }
```

Property Value

Type: *T*

See Also

[PoolableObject\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableObject(*T*).PoolableObject(*T*) Methods

The [PoolableObject\(*T*\)](#) generic type exposes the following members.

Methods

| Name | Description |
|--|---|
|  AddToCache(Component) | Adds a poolable component to the cache. |
|  AddToCache(IPoolable) | Adds a poolable component to the cache. |
|  Equals | (Inherited from Object .) |
|  Finalize | (Inherited from Object .) |
|  GetHashCode | (Inherited from Object .) |
|  GetType | (Inherited from Object .) |
|  MemberwiseClone | (Inherited from Object .) |
|  OnAcquire | Informs all poolable components that the object has been acquired from the pool. |
|  OnRelease | Informs all poolable components that the object has been released back to the pool. |
|  RefreshCache | Refreshes the cache of poolable components. |
|  RemoveFromCache(Component) | Removes a poolable component from the cache. |
|  RemoveFromCache(IPoolable) | Removes a poolable component from the cache. |
|  ToString | (Inherited from Object .) |

See Also

[PoolableObject\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableObject(*T*).AddToCache Method

Overload List

| | Name | Description |
|---|---------------------------------------|---|
|  | AddToCache(Component) | Adds a poolable component to the cache. |
|  | AddToCache(IPoolable) | Adds a poolable component to the cache. |

See Also

[PoolableObject\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableObject(T).AddToCache Method (Component)

Adds a poolable component to the cache.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void AddToCache(  
    Component component  
)
```

Parameters

component

Type: [UnityEngine.Component](#)

The component to add to the cache.

See Also

[PoolableObject\(T\)Class](#)

[AddToCache Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableObject(T).AddToCache Method (IPoolable)

Adds a poolable component to the cache.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void AddToCache(  
    IPoolable component  
)
```

Parameters

component

Type: [Umbrace.Unity.PurePool.IPoolable](#)

The component that implements [IPoolable](#).

See Also

[PoolableObject\(T\)Class](#)

[AddToCache Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableObject(T).OnAcquire Method

Informs all poolable components that the object has been acquired from the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void OnAcquire()
```

See Also

[PoolableObject\(T\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableObject(T).OnRelease Method

Informs all poolable components that the object has been released back to the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void OnRelease()
```

See Also

[PoolableObject\(T\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableObject(*T*).RefreshCache Method

Refreshes the cache of poolable components.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void RefreshCache()
```

See Also

[PoolableObject\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableObject(T).RemoveFromCache Method

Overload List

| | Name | Description |
|---|--|--|
|  | RemoveFromCache(Component) | Removes a poolable component from the cache. |
|  | RemoveFromCache(IPoolable) | Removes a poolable component from the cache. |

See Also

[PoolableObject\(T\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableObject(T).RemoveFromCache Method (Component)

Removes a poolable component from the cache.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void RemoveFromCache(  
    Component component  
)
```

Parameters

component

Type: [UnityEngine.Component](#)

The component to remove from the cache.

See Also

[PoolableObject\(T\)Class](#)

[RemoveFromCache Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableObject(T).RemoveFromCache Method (IPoolable)

Removes a poolable component from the cache.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void RemoveFromCache(  
    IPoolable component  
)
```

Parameters

component

Type: [Umbrace.Unity.PurePool.IPoolable](#)

The component that implements [IPoolable](#) to remove.

See Also

[PoolableObject\(T\)Class](#)

[RemoveFromCache Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableObject(*T*).PoolableObject(*T*) Events

The [PoolableObject\(T\)](#) generic type exposes the following members.

Events

| | Name | Description |
|---|---------------------------|---|
|  | Destroyed | Occurs when the PoolableObject(T) is destroyed. |

See Also

[PoolableObject\(T\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableObject(*T*).Destroyed Event

Occurs when the [PoolableObject\(*T*\)](#) is destroyed.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public event EventHandler<DestroyedEventArgs> Destroyed
```

Value

Type: [System.EventHandler\(DestroyedEventArgs\)](#)

See Also

[PoolableObject\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableParticleSystem Class

A component that allows pooling of multiple associated **ParticleSystem** components.

Inheritance Hierarchy

[System.Object](#)

```
UnityEngine.Object  
UnityEngine.Component  
UnityEngine.Behaviour  
UnityEngine.MonoBehaviour  
Umbrace.Unity.PurePool.PoolableParticleSystem
```

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[DisallowMultipleComponent]  
[RequireComponent(typeof(ParticleSystem))]  
public class PoolableParticleSystem : MonoBehaviour,  
    IPoolable, IEventSystemHandler
```

The **PoolableParticleSystem** type exposes the following members.

Constructors

| | Name | Description |
|---|--|---|
|  | PoolableParticleSystem | Initializes a new instance of the PoolableParticleSystem class |

Methods

| | Name | Description |
|---|---------------------------------|---|
|  | Equals | (Inherited from Object .) |
|  | Finalize | (Inherited from Object .) |
|  | GetHashCode | (Inherited from Object .) |
|  | GetType | (Inherited from Object .) |
|  | MemberwiseClone | (Inherited from Object .) |
|  | ToString | (Inherited from Object .) |

Fields

| | Name | Description |
|---|-------------------------------------|---|
|  | AutoReleaseWhenDone | A value indicating whether to release the GameObject this component is attached to when the particle system is done. |

| | |
|--|--|
|  ClearOnRelease | A value indicating whether to remove all particles in the particle systems when the instance is released to the pool. |
|  PlayOnAcquire | A value indicating whether to set the particle systems into play mode and enable emitting when the instance is acquired from the pool. |

See Also

[Umbrace.Unity.PurePool Namespace](#)

PoolableParticleSystem Constructor

Initializes a new instance of the [PoolableParticleSystem](#) class

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public PoolableParticleSystem()
```

See Also

[PoolableParticleSystem Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableParticleSystem.PoolableParticleSystem Methods

The [PoolableParticleSystem](#) type exposes the following members.

Methods

| | Name | Description |
|--|---------------------------------|---|
| | Equals | (Inherited from Object .) |
| | Finalize | (Inherited from Object .) |
| | GetHashCode | (Inherited from Object .) |
| | GetType | (Inherited from Object .) |
| | MemberwiseClone | (Inherited from Object .) |
| | ToString | (Inherited from Object .) |

See Also

[PoolableParticleSystem Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableParticleSystem.PoolableParticleSystem Fields

The [PoolableParticleSystem](#) type exposes the following members.

Fields

| Name | Description |
|---|--|
|  AutoReleaseWhenDone | A value indicating whether to release the GameObject this component is attached to when the particle system is done. |
|  ClearOnRelease | A value indicating whether to remove all particles in the particle systems when the instance is released to the pool. |
|  PlayOnAcquire | A value indicating whether to set the particle systems into play mode and enable emitting when the instance is acquired from the pool. |

See Also

[PoolableParticleSystem Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableParticleSystem.AutoReleaseWhenDone Field

A value indicating whether to release the **GameObject** this component is attached to when the particle system is done.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool AutoReleaseWhenDone
```

Field Value

Type: [Boolean](#)

Remarks

When enabled, the [PoolableParticleSystem](#) will wait until the particle system has completed and all particles are dead, before automatically releasing the **GameObject** to the first [GameObjectPoolManager](#) found in the scene.

See Also

[PoolableParticleSystem Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableParticleSystem.ClearOnRelease Field

A value indicating whether to remove all particles in the particle systems when the instance is released to the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool ClearOnRelease
```

Field Value

Type: [Boolean](#)

Remarks

Setting this property to `true` (`True` in Visual Basic) will automatically call `Clear()` on the particle systems attached to this **GameObject**.

See Also

[PoolableParticleSystem Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableParticleSystem.PlayOnAcquire Field

A value indicating whether to set the particle systems into play mode and enable emitting when the instance is acquired from the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool PlayOnAcquire
```

Field Value

Type: [Boolean](#)

Remarks

Setting this property to `true` (`True` in Visual Basic) will automatically call `Play()` on the particle systems attached to this **GameObject**. This provides the same behaviour as `playOnAwake`, but for use with pooling.

See Also

[PoolableParticleSystem Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableRigidbody Class

A component that allows pooling of multiple associated **Rigidbody** components.

Inheritance Hierarchy

[System.Object](#)

UnityEngine.Object

UnityEngine.Component

UnityEngine.Behaviour

UnityEngine.MonoBehaviour

Umbrace.Unity.PurePool.PoolableRigidbody

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[RequireComponent(typeof(Rigidbody))]  
public class PoolableRigidbody : MonoBehaviour,  
    IPoolable, IEventSystemHandler
```

The **PoolableRigidbody** type exposes the following members.

Constructors

| | Name | Description |
|---|-----------------------------------|--|
|  | PoolableRigidbody | Initializes a new instance of the PoolableRigidbody class |

Methods

| | Name | Description |
|---|---------------------------------|---|
|  | Equals | (Inherited from Object .) |
|  | Finalize | (Inherited from Object .) |
|  | GetHashCode | (Inherited from Object .) |
|  | GetType | (Inherited from Object .) |
|  | MemberwiseClone | (Inherited from Object .) |
|  | ToString | (Inherited from Object .) |

See Also

[Umbrace.Unity.PurePool Namespace](#)

PoolableRigidbody Constructor

Initializes a new instance of the [PoolableRigidbody](#) class

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public PoolableRigidbody()
```

See Also

[PoolableRigidbody Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolableRigidbody.PoolableRigidbody Methods

The [PoolableRigidbody](#) type exposes the following members.

Methods

| | Name | Description |
|--|---------------------------------|---|
| | Equals | (Inherited from Object .) |
| | Finalize | (Inherited from Object .) |
| | GetHashCode | (Inherited from Object .) |
| | GetType | (Inherited from Object .) |
| | MemberwiseClone | (Inherited from Object .) |
| | ToString | (Inherited from Object .) |

See Also

[PoolableRigidbody Class](#)
[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*) Class

An abstract **MonoBehaviour** component that provides shared functionality for the pooling of many instances of a type, allowing the instances to be recycled and reused.

Inheritance Hierarchy

[System.Object](#)

```
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
Umbrace.Unity.PurePool.PoolBase<TSource, TInstance, TSettings>
Umbrace.Unity.PurePool.ComponentPool
Umbrace.Unity.PurePool.GameObjectPool
```

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public abstract class PoolBase<TSource, TInstance, TSettings> :
MonoBehaviour,
    ISharedPoolSettings<TSource>, ISharedPoolSettings,
    IObjectPool<TInstance>, IObjectPool,
    IPoolBase, ISerializationCallbackReceiver
where TSettings : new(), SharedPoolSettings<TSource>
```

Type Parameters

TSource

The type of the source object to be pooled.

TInstance

The type of the instances of a pooled object.

TSettings

The type of the pool settings.

The PoolBase(*TSource*, *TInstance*, *TSettings*) type exposes the following members.

Constructors

| | Name | Description |
|--|---|--|
| | PoolBase(TSource, TInstance, TSettings) | Initializes a new instance of the PoolBase(<i>TSource</i> , <i>TInstance</i> , <i>TSettings</i>) class |

Properties

| | Name | Description |
|--|---------------------------------------|--|
| | CanAcquire | Gets a value indicating whether an instance can be acquired from the pool. An instance can be acquired when the pool contains at least one instance, or when InstantiateWhenEmpty is <code>true</code> (<code>True</code> in Visual Basic). |
| | Count | Gets the number of objects currently contained by the pool. |
| | Definition | Gets the settings that were used to initialise this pool. |
| | DontDestroyOnLoad | Gets or sets a value indicating whether the pool should persist between scene changes. |
| | Enabled | Gets or sets a value indicating whether pooling is enabled. |
| | InitialiseOnStart | Gets or sets a value indicating whether to initialise the pool in the MonoBehaviour Start method. Cannot be set once the pool has been initialised. |
| | InitialSize | Gets or sets the initial size of the pool. Cannot be set once the pool has been initialised. |
| | InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. |
| | IsEmpty | Gets a value indicating whether the pool is empty and contains no objects. |
| | IsInitialised | Gets a value indicating whether the pool has been initialised. |
| | Items | Gets a list of items currently contained by the pool. |
| | LogMessages | Gets or sets the level of log messaging that the pool will output. |
| | MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. |
| | NotificationMode | Gets or sets the modes in which pooled objects are notified of their acquisition from, and release to, the pool. |
| | Pool | When implemented in a derived class, gets or sets the internal object pool. |
| | RecordStatistics | Gets or sets a value indicating whether to record pool statistics. |
| | ReparentPooledObjects | Gets or sets a value indicating whether to re-parent the pooled objects to the pool's Transform , after the objects are returned to the pool. |
| | Source | Gets or sets the source object that will be pooled. |
| | Statistics | Gets an object containing general operational statistics about the pool. |
| | WarnOnDestroy | Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use). |

Methods

| | Name | Description |
|--|-------------------------|-------------------------------------|
| | Acquire | Acquires an instance from the pool. |

| | |
|---|--|
|  CanInitialise | When overridden in a derived class, determines whether the pool can be initialised. |
|  Clear | Clears the pool, emptying it of all pooled objects. |
|  CreateInternalPool | When implemented in a derived class, creates the internal object pool. |
|  CreateSettingsClone | When implemented in a derived class, creates a new instance of <i>TSettings</i> that is an exact copy of the specified settings. |
|  DestroyInstance | When implemented in a derived class, destroys the specified instance. |
|  Equals | (Inherited from Object .) |
|  Fill | Fills the pool, populating it with pooled objects until it reaches the maximum pool size. |
|  Finalize | (Inherited from Object .) |
|  GetHashCode | (Inherited from Object .) |
|  GetItems | Gets a list of items currently contained by the pool, and stores them in the specified List(T) . |
|  GetType | (Inherited from Object .) |
|  Grow | Increases the number of objects contained by the pool by the specified amount. |
|  Initialise() | Initialises the pool, populating it with the initial number of objects. |
|  Initialise(TSettings) | Initialises the pool, populating it with the initial number of objects. |
|  MemberwiseClone | (Inherited from Object .) |
|  OnCanAcquireChanged | Raises the CanAcquireChanged event. |
|  OnCountChanged | Raises the CountChanged event. |
|  OnDestroy | |
|  OnDestroyed | Raises the Destroyed event. |
|  OnInitialised | Raises the Initialised event. |
|  OnObjectAcquired | Raises the ObjectAcquired event. |
|  OnObjectDestroyed | Raises the ObjectDestroyed event. |
|  OnObjectInstantiated | Raises the ObjectInstantiated event. |
|  OnObjectReleased | Raises the ObjectReleased event. |
|  Release | Releases an instance back to the pool. |
|  SetSize | Sets the number of objects contained by the pool, either destroying excess pooled objects, or instantiating new ones. |
|  Shrink | Decreases the number of objects contained by the pool by the specified amount. |
|  Start | |
|  ToString | (Inherited from Object .) |

| | |
|--|-------------------------------------|
|  TryAcquire | Acquires an instance from the pool. |
|--|-------------------------------------|

Events

| Name | Description |
|--|--|
|  CanAcquireChanged | Occurs when the value of CanAcquire changes. |
|  CountChanged | Occurs when Count changes. |
|  Destroyed | Occurs when the pool is destroyed. |
|  Initialised | Occurs when the pool is initialised. |
|  ObjectAcquired | Occurs when an instance of the source object is acquired from the pool. |
|  ObjectDestroyed | Occurs when an instance of the source object is destroyed. |
|  ObjectInstantiated | Occurs when a new instance of the source object is instantiated. |
|  ObjectReleased | Occurs when an instance of the source object is released back to the pool. |

Remarks

By virtue of being serialisable, `PoolBase(TSource, TInstance, TSettings)` can survive an assembly reload caused by live recompilation inside of the Unity editor.

`TSource` and `TInstance` may differ in the case of a source that is a `Type`. For example, a `TSource` of `Type` where the provided source is `typeof(Component)`, will result in instances of `Component`, and therefore `TInstance` should be `Component`.

See Also

- [Umbrace.Unity.PurePool Namespace](#)
- [Umbrace.Unity.PurePool.ISharedPoolSettings\(TSource\)](#)
- [Umbrace.Unity.PurePool.IObjectPool\(T\)](#)

PoolBase(*TSource*, *TInstance*, *TSettings*) Constructor

Initializes a new instance of the [PoolBase\(*TSource*, *TInstance*, *TSettings*\)](#) class

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected PoolBase()
```

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).PoolBase(*TSource*, *TInstance*, *TSettings*) Properties

The [PoolBase\(*TSource*, *TInstance*, *TSettings*\)](#) generic type exposes the following members.

Properties

| | Name | Description |
|---|---------------------------------------|--|
|  | CanAcquire | Gets a value indicating whether an instance can be acquired from the pool. An instance can be acquired when the pool contains at least one instance, or when InstantiateWhenEmpty is <code>true</code> (<code>True</code> in Visual Basic). |
|  | Count | Gets the number of objects currently contained by the pool. |
|  | Definition | Gets the settings that were used to initialise this pool. |
|  | DontDestroyOnLoad | Gets or sets a value indicating whether the pool should persist between scene changes. |
|  | Enabled | Gets or sets a value indicating whether pooling is enabled. |
|  | InitialiseOnStart | Gets or sets a value indicating whether to initialise the pool in the MonoBehaviour Start method. Cannot be set once the pool has been initialised. |
|  | InitialSize | Gets or sets the initial size of the pool. Cannot be set once the pool has been initialised. |
|  | InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. |
|  | IsEmpty | Gets a value indicating whether the pool is empty and contains no objects. |
|  | IsInitialised | Gets a value indicating whether the pool has been initialised. |
|  | Items | Gets a list of items currently contained by the pool. |
|  | LogMessages | Gets or sets the level of log messaging that the pool will output. |
|  | MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. |
|  | NotificationMode | Gets or sets the modes in which pooled objects are notified of their acquisition from, and release to, the pool. |
|  | Pool | When implemented in a derived class, gets or sets the internal object pool. |
|  | RecordStatistics | Gets or sets a value indicating whether to record pool statistics. |
|  | ReparentPooledObjects | Gets or sets a value indicating whether to re-parent the pooled objects to the pool's Transform , after the objects are returned to the pool. |
|  | Source | Gets or sets the source object that will be pooled. |
|  | Statistics | Gets an object containing general operational statistics about the pool. |
|  | WarnOnDestroy | Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use). |

See Also

[PoolBase\(TSource, TInstance, TSettings\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).CanAcquire Property

Gets a value indicating whether an instance can be acquired from the pool.

An instance can be acquired when the pool contains at least one instance, or when [InstantiateWhenEmpty](#) is `true` (`True` in Visual Basic).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool CanAcquire { get; }
```

Property Value

Type: [Boolean](#)

Implements

[IPoolBase.CanAcquire](#)

Remarks

This property cannot be accessed until the pool has been initialised.

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).IsEmpty](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).InstantiateWhenEmpty](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).CanAcquireChanged](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).Count Property

Gets the number of objects currently contained by the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public int Count { get; }
```

Property Value

Type: [Int32](#)

Implements

[IObjectPool.Count](#)

Remarks

This property cannot be accessed until the pool has been initialised.

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).IsInitialised](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).IsEmpty](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).InitialSize](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).MaximumSize](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).CountChanged](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).Definition Property

Gets the settings that were used to initialise this pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public TSettings Definition { get; }
```

Property Value

Type: *TSettings*

Remarks

If the pool has not yet been initialised, this will return an immutable copy of the current settings.

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).DontDestroyOnLoad Property

Gets or sets a value indicating whether the pool should persist between scene changes.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool DontDestroyOnLoad { get; set; }
```

Property Value

Type: [Boolean](#)

Implements

[ISharedPoolSettings.DontDestroyOnLoad](#)

Remarks

Upon setting the **DontDestroyOnLoad** property to `true` (`True` in Visual Basic), the pool will be prevented from being destroyed when loading a new scene.

It's important to make the distinction that it's actually the root transform of the **GameObject** to which the pool is attached that will persist between scene changes. The root transform is the top-most transform in the hierarchy.

If the [PoolBase\(*TSource*, *TInstance*, *TSettings*\)](#) component is removed from its game object, the game object will still persist through scene changes.

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).Enabled Property

Gets or sets a value indicating whether pooling is enabled.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool Enabled { get; set; }
```

Property Value

Type: [Boolean](#)

Implements

[ISharedPoolSettings.Enabled](#)

Remarks

When **Enabled** is set to `false` (`False` in Visual Basic), the pool will appear empty, and attempts to acquire from the pool will fail unless [InstantiateWhenEmpty](#) is `true` (`True` in Visual Basic).

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).InitialiseOnStart Property

Gets or sets a value indicating whether to initialise the pool in the **MonoBehaviour** Start method.
Cannot be set once the pool has been initialised.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool InitialiseOnStart { get; set; }
```

Property Value

Type: [Boolean](#)

Implements

[ISharedPoolSettings.InitialiseOnStart](#)

Remarks

This property cannot be set once the pool has been initialised.

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).InitialSize Property

Gets or sets the initial size of the pool. Cannot be set once the pool has been initialised.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public int InitialSize { get; set; }
```

Property Value

Type: [Int32](#)

Implements

[ISharedPoolSettings.InitialSize](#)

Remarks

This property cannot be set once the pool has been initialised.

The initial size must be greater than, or equal to, zero. It cannot be a negative number.

This is the desired number of objects in the pool after the [Initialise\(\)](#) method has been called.

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).Count](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).MaximumSize](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).InstantiateWhenEmpty Property

Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool InstantiateWhenEmpty { get; set; }
```

Property Value

Type: [Boolean](#)

Implements

[ISharedPoolSettings.InstantiateWhenEmpty](#)

[IObjectPool.InstantiateWhenEmpty](#)

Remarks

When set to `true` (`True` in Visual Basic), `Instantiate(T)(T)` is used to create a new object if the pool is empty.

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).IsEmpty Property

Gets a value indicating whether the pool is empty and contains no objects.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool IsEmpty { get; }
```

Property Value

Type: [Boolean](#)

Remarks

This property cannot be accessed until the pool has been initialised.

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).Count](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).IsInitialised Property

Gets a value indicating whether the pool has been initialised.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool IsInitialised { get; }
```

Property Value

Type: [Boolean](#)

Implements

[IPoolBase.IsInitialised](#)

Remarks

An initialised pool cannot have its [InitialiseOnStart](#) property changed.

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).Items Property

Gets a list of items currently contained by the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public IList<TInstance> Items { get; }
```

Property Value

Type: [IList\(TInstance\)](#)

Implements

[IObjectPool\(T\).Items](#)

Remarks

This property cannot be accessed until the pool has been initialised.

This property always creates a new [List\(T\)](#) each time the property getter is accessed. For performance reasons the value should be cached where possible, to avoid the costs of object instantiation and garbage collection.

See the [GetItems\(List\(TInstance\)\)](#) method for a way to avoid the allocation of a new [List\(T\)](#) object.

See Also

[PoolBase\(TSource, TInstance, TSettings\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(TSource, TInstance, TSettings\).GetItems\(List\(TInstance\)\)](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).LogMessages Property

Gets or sets the level of log messaging that the pool will output.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public LogLevel LogMessages { get; set; }
```

Property Value

Type: [LogLevel](#)

Implements

[ISharedPoolSettings.LogMessages](#)

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).MaximumSize Property

Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public int MaximumSize { get; set; }
```

Property Value

Type: [Int32](#)

Implements

[ISharedPoolSettings.MaximumSize](#)

[IObjectPool.MaximumSize](#)

Remarks

The maximum size must be greater than, or equal to, zero. It cannot be a negative number.

If an object is released to the pool while the pool is full, the object will be destroyed.

If **MaximumSize** is set to a value lower than the current [Count](#), the pool will be reduced in size by destroying excess objects.

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).Count](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).InitialSize](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).NotificationMode Property

Gets or sets the modes in which pooled objects are notified of their acquisition from, and release to, the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public abstract NotificationMode NotificationMode { get; set; }
```

Property Value

Type: [NotificationMode](#)

Implements

[ISharedPoolSettings.NotificationMode](#)

Remarks

Depending on the modes chosen, the pool will inform the components on the pooled object in different ways. The modes can be combined to support components on the same object that require differing modes.

If a component needs to handle the notification but its class cannot be modified, a separate component should be created and attached to the object, which will handle the notification on the original component's behalf.

| Notification Mode | Description |
|---|---|
| Interface | A custom interface that is applied to any components that need to respond to the notification. Components attached to the pooled object should implement the IPoolable interface if they wish to perform actions when the object is acquired from, or released to, the pool. |
| SendMessage | The built-in Unity messaging system that sends notifications using the SendMessage(String) method. Components attached to the pooled object should implement the OnAcquire method to receive a notification when the object is acquired from the pool, and the OnRelease method to receive a notification when the object is released back to the pool. |
| UnityMessagingInterface | The built-in Unity messaging system that sends notifications using the ExecuteEvents class, using an interface applied to any components that need to respond to the notification. |

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

Pure Pool - Object Pooling by Umbrace

[Umbrace.Unity.PurePool Namespace](#)

[Umbrace.Unity.PurePool.NotificationMode](#)

[Umbrace.Unity.PurePool.IPoolable](#)

GameObject.SendMessage(String)

PoolBase(*TSource*, *TInstance*, *TSettings*).Pool Property

When implemented in a derived class, gets or sets the internal object pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected abstract SerializableObjectPool<TInstance> Pool { get; set; }
```

Property Value

Type: [SerializableObjectPool](#)(*TInstance*)

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).RecordStatistics Property

Gets or sets a value indicating whether to record pool statistics.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool RecordStatistics { get; set; }
```

Property Value

Type: [Boolean](#)

Implements

[ISharedPoolSettings.RecordStatistics](#)

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).Statistics](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).ReparentPooledObjects Property

Gets or sets a value indicating whether to re-parent the pooled objects to the pool's **Transform**, after the objects are returned to the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public abstract bool ReparentPooledObjects { get; set; }
```

Property Value

Type: [Boolean](#)

Implements

[ISharedPoolSettings.ReparentPooledObjects](#)

Remarks

Re-parenting is enabled by default and is the safest option, but comes with a small performance penalty. Disabling re-parenting provides the best performance but there is the increased risk of any of the objects being affected by other scripts. As the objects will be parented beneath various other objects, deleting of an unrelated object may cause the pooled object to also be deleted. You should pay great attention to what objects you destroy if re-parenting is disabled.

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).Source Property

Gets or sets the source object that will be pooled.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public TSource Source { get; set; }
```

Property Value

Type: *TSource*

Implements

[ISharedPoolSettings\(*TSource*\).Source](#)

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).Statistics Property

Gets an object containing general operational statistics about the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public PoolStatistics Statistics { get; }
```

Property Value

Type: [PoolStatistics](#)

Implements

[IPoolBase.Statistics](#)

Remarks

This property cannot be accessed until the pool has been initialised.

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).WarnOnDestroy Property

Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public abstract bool WarnOnDestroy { get; set; }
```

Property Value

Type: [Boolean](#)

Implements

[ISharedPoolSettings.WarnOnDestroy](#)

Remarks

Poolable objects should be released to the pool and re-used, rather than being destroyed. This property ensures any destruction of the pooled objects is logged.

Unfortunately, scene changes may also cause pooled objects to be destroyed. In this case, the warning message will be shown incorrectly, and can safely be ignored.

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).PoolBase(*TSource*, *TInstance*, *TSettings*) Methods

The [PoolBase\(*TSource*, *TInstance*, *TSettings*\)](#) generic type exposes the following members.

Methods

| | Name | Description |
|---|--|--|
| ≡ | Acquire | Acquires an instance from the pool. |
| 💡 | CanInitialise | When overridden in a derived class, determines whether the pool can be initialised. |
| ≡ | Clear | Clears the pool, emptying it of all pooled objects. |
| 💡 | CreateInternalPool | When implemented in a derived class, creates the internal object pool. |
| 💡 | CreateSettingsClone | When implemented in a derived class, creates a new instance of <i>TSettings</i> that is an exact copy of the specified settings. |
| 💡 | DestroyInstance | When implemented in a derived class, destroys the specified instance. |
| ≡ | Equals | (Inherited from Object .) |
| ≡ | Fill | Fills the pool, populating it with pooled objects until it reaches the maximum pool size. |
| 💡 | Finalize | (Inherited from Object .) |
| ≡ | GetHashCode | (Inherited from Object .) |
| ≡ | GetItems | Gets a list of items currently contained by the pool, and stores them in the specified List(T) . |
| ≡ | GetType | (Inherited from Object .) |
| ≡ | Grow | Increases the number of objects contained by the pool by the specified amount. |
| ≡ | Initialise() | Initialises the pool, populating it with the initial number of objects. |
| ≡ | Initialise(<i>TSettings</i>) | Initialises the pool, populating it with the initial number of objects. |
| 💡 | MemberwiseClone | (Inherited from Object .) |
| 💡 | OnCanAcquireChanged | Raises the CanAcquireChanged event. |
| 💡 | OnCountChanged | Raises the CountChanged event. |
| 💡 | OnDestroy | |
| 💡 | OnDestroyed | Raises the Destroyed event. |
| 💡 | OnInitialised | Raises the Initialised event. |
| 💡 | OnObjectAcquired | Raises the ObjectAcquired event. |
| 💡 | OnObjectDestroyed | Raises the ObjectDestroyed event. |
| 💡 | OnObjectInstantiated | Raises the ObjectInstantiated event. |
| 💡 | OnObjectReleased | Raises the ObjectReleased event. |

| | |
|--|---|
|  Release | Releases an instance back to the pool. |
|  SetSize | Sets the number of objects contained by the pool, either destroying excess pooled objects, or instantiating new ones. |
|  Shrink | Decreases the number of objects contained by the pool by the specified amount. |
|  Start | |
|  ToString | (Inherited from Object .) |
|  TryAcquire | Acquires an instance from the pool. |

See Also

[PoolBase\(TSource, TInstance, TSettings\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).Acquire Method

Acquires an instance from the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public virtual TInstance Acquire()
```

Return Value

Type: *TInstance*

An instance from the pool.

Implements

[IObjectPool\(T\).Acquire\(\)](#)

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).CanAcquire](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).TryAcquire\(*TInstance*\)](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).Release\(*TInstance*\)](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).CanInitialise Method

When overridden in a derived class, determines whether the pool can be initialised.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual bool CanInitialise()
```

Return Value

Type: [Boolean](#)

true (True in Visual Basic) if the pool can be initialised; otherwise, false (False in Visual Basic).

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).Clear Method

Clears the pool, emptying it of all pooled objects.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void Clear()
```

Implements

[IObjectPool.Clear\(\)](#)

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).SetSize\(Int32\)](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).Fill\(\)](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).Shrink\(Int32\)](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).CreateInternalPool Method

When implemented in a derived class, creates the internal object pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected abstract SerializableObjectPool<TInstance> CreateInternalPool()
```

Return Value

Type: [SerializableObjectPool\(*TInstance*\)](#)

The internal object pool to store instances in.

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).CreateSettingsClone Method

When implemented in a derived class, creates a new instance of *TSettings* that is an exact copy of the specified settings.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected abstract TSettings CreateSettingsClone(  
    TSettings settings  
)
```

Parameters

settings

Type: *TSettings*

The settings to copy.

Return Value

Type: *TSettings*

A new instance of *TSettings* that is an exact copy of *settings*.

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).DestroyInstance Method

When implemented in a derived class, destroys the specified instance.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected abstract void DestroyInstance(  
    TInstance instance  
)
```

Parameters

instance

Type: *TInstance*

The instance to destroy.

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).Fill Method

Fills the pool, populating it with pooled objects until it reaches the maximum pool size.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void Fill()
```

Implements

[IObjectPool.Fill\(\)](#)

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).SetSize\(Int32\)](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).Clear\(\)](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).MaximumSize](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).Grow\(Int32\)](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).GetItems Method

Gets a list of items currently contained by the pool, and stores them in the specified [List\(*T*\)](#).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void GetItems(  
    List<TInstance> list  
)
```

Parameters

list

Type: [System.Collections.Generic.List\(*TInstance*\)](#)

The existing list in which the items should be stored.

Implements

[IObjectPool\(*T*\).GetItems\(List\(*T*\)\)](#)

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).Items](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).Grow Method

Increases the number of objects contained by the pool by the specified amount.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void Grow(  
    int amount  
)
```

Parameters

amount

Type: [System.Int32](#)

The amount of new objects to add to the pool.

Remarks

amount

cannot be a negative number.

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).SetSize\(Int32\)](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).Shrink\(Int32\)](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).Fill\(\)](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).Clear\(\)](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).Initialise Method

Overload List

| | Name | Description |
|---|------|---|
|  Initialise() | | Initialises the pool, populating it with the initial number of objects. |
|  Initialise(TSettings) | | Initialises the pool, populating it with the initial number of objects. |

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).Initialise Method

Initialises the pool, populating it with the initial number of objects.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public virtual void Initialise()
```

Implements

[IPoolBase.Initialise\(\)](#)

Remarks

After Initialise() has been called, the [Definition](#) property will contain the settings that were used to initialise the pool.

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Initialise Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).Initialise Method (*TSettings*)

Initialises the pool, populating it with the initial number of objects.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void Initialise(  
    TSettings settings  
)
```

Parameters

settings

Type: *TSettings*

The settings to use to initialise the pool.

Remarks

After **Initialise(*TSettings*)** has been called, the [Definition](#) property will contain the settings that were used to initialise the pool.

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Initialise Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).OnCanAcquireChanged Method

Raises the [CanAcquireChanged](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnCanAcquireChanged(  
    bool canAcquire  
)
```

Parameters

canAcquire

Type: [System.Boolean](#)

The new value of [CanAcquire](#).

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).OnCountChanged Method

Raises the [CountChanged](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnCountChanged(
    int count
)
```

Parameters

count

Type: [System.Int32](#)

The new value of [Count](#).

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).OnDestroy Method

[Missing <summary> documentation for "M:Umbrace.Unity.PurePool.PoolBase`3.OnDestroy"]

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnDestroy()
```

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).OnDestroyed Method

Raises the [Destroyed](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnDestroyed()
```

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).OnInitialised Method

Raises the [Initialised](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnInitialised()
```

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).OnObjectAcquired Method

Raises the [ObjectAcquired](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnObjectAcquired(  
    TInstance instance,  
    bool instantiated  
)
```

Parameters

instance

Type: *TInstance*

The instance of the source object that was acquired from the pool.

instantiated

Type: [System.Boolean](#)

A value indicating whether the acquired object was instantiated specifically for this acquisition, rather than being taken from the pool.

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).OnObjectDestroyed Method

Raises the [ObjectDestroyed](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnObjectDestroyed(  
    TInstance instance  
)
```

Parameters

instance

Type: *TInstance*

The instance of the source object that was destroyed.

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).OnObjectInstantiated Method

Raises the [ObjectInstantiated](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnObjectInstantiated(  
    TInstance instance  
)
```

Parameters

instance

Type: *TInstance*

The instance of the source object that was instantiated.

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).OnObjectReleased Method

Raises the [ObjectReleased](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnObjectReleased(
    TInstance instance,
    bool destroying
)
```

Parameters

instance

Type: *TInstance*

The instance of the source object that was released back to the pool.

destroying

Type: [System.Boolean](#)

A value indicating whether the released object is about to be destroyed.

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).Release Method

Releases an instance back to the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public virtual void Release(  
    TInstance instance  
)
```

Parameters

instance

Type: *TInstance*

The instance to release to the pool.

Implements

[IObjectPool\(T\).Release\(T\)](#)

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(TSource, TInstance, TSettings).SetSize Method

Sets the number of objects contained by the pool, either destroying excess pooled objects, or instantiating new ones.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void SetSize(  
    int poolSize  
)
```

Parameters

poolSize

Type: [System.Int32](#)

The target number of objects the pool should contain.

Implements

[IObjectPool.SetSize\(Int32\)](#)

Remarks

poolSize

cannot be a negative number, and cannot be larger than [MaximumSize](#).

See Also

[PoolBase\(TSource, TInstance, TSettings\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(TSource, TInstance, TSettings\).Fill\(\)](#)

[PoolBase\(TSource, TInstance, TSettings\).Clear\(\)](#)

[PoolBase\(TSource, TInstance, TSettings\).Grow\(Int32\)](#)

[PoolBase\(TSource, TInstance, TSettings\).Shrink\(Int32\)](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).Shrink Method

Decreases the number of objects contained by the pool by the specified amount.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void Shrink(  
    int amount  
)
```

Parameters

amount

Type: [System.Int32](#)

The amount of objects to remove from the pool.

Remarks

amount

cannot be a negative number.

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).SetSize\(Int32\)](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).Grow\(Int32\)](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).Fill\(\)](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).Clear\(\)](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).Start Method

[Missing <summary> documentation for "M:Umbrace.Unity.PurePool.PoolBase`3.Start"]

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void Start()
```

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).TryAcquire Method

Acquires an instance from the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public virtual bool TryAcquire(
    out TInstance instance
)
```

Parameters

instance

Type: *TInstance*

When this method returns, contains the instance from the pool, if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance was acquired from the pool; otherwise, `false` (`False` in Visual Basic).

Implements

[IObjectPool\(T\).TryAcquire\(T\)](#)

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).Acquire\(\)](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).Release\(*TInstance*\)](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).PoolBase(*TSource*, *TInstance*, *TSettings*) Events

The [PoolBase\(*TSource*, *TInstance*, *TSettings*\)](#) generic type exposes the following members.

Events

| | Name | Description |
|--|--|-------------|
|  CanAcquireChanged | Occurs when the value of CanAcquire changes. | |
|  CountChanged | Occurs when Count changes. | |
|  Destroyed | Occurs when the pool is destroyed. | |
|  Initialised | Occurs when the pool is initialised. | |
|  ObjectAcquired | Occurs when an instance of the source object is acquired from the pool. | |
|  ObjectDestroyed | Occurs when an instance of the source object is destroyed. | |
|  ObjectInstantiated | Occurs when a new instance of the source object is instantiated. | |
|  ObjectReleased | Occurs when an instance of the source object is released back to the pool. | |

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).CanAcquireChanged Event

Occurs when the value of [CanAcquire](#) changes.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public event EventHandler<PoolCanAcquireChangedEventArgs> CanAcquireChanged
```

Value

Type: [System.EventHandler\(PoolCanAcquireChangedEventArgs\)](#)

Implements

[IPoolBase.CanAcquireChanged](#)

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).CanAcquire](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).CountChanged Event

Occurs when [Count](#) changes.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public event EventHandler<PoolCountChangedEventArgs> CountChanged
```

Value

Type: [System.EventHandler\(PoolCountChangedEventArgs\)](#)

Implements

[IPoolBase.CountChanged](#)

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolBase\(*TSource*, *TInstance*, *TSettings*\).Count](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).Destroyed Event

Occurs when the pool is destroyed.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public event EventHandler Destroyed
```

Value

Type: [System.EventHandler](#)

Implements

[IPoolBase.Destroyed](#)

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).Initialised Event

Occurs when the pool is initialised.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public event EventHandler Initialised
```

Value

Type: [System.EventHandler](#)

Implements

[IPoolBase.Initialised](#)

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).ObjectAcquired Event

Occurs when an instance of the source object is acquired from the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public event EventHandler<PoolObjectAcquiredEventArgs<TInstance>>
ObjectAcquired
```

Value

Type: [System.EventHandler\(PoolObjectAcquiredEventArgs\(TInstance\)\)](#)

Remarks

This event will also be invoked for objects that are instantiated when the pool is empty, in addition to [ObjectInstantiated](#). In this situation, the [Instantiated](#) property is set to `true` (`True` in Visual Basic) to indicate that the acquired object was instantiated.

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).ObjectDestroyed Event

Occurs when an instance of the source object is destroyed.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public event EventHandler<PoolObjectEventArgs<TInstance>> ObjectDestroyed
```

Value

Type: [System.EventHandler\(PoolObjectEventArgs\(TInstance\)\)](#)

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).ObjectInstantiated Event

Occurs when a new instance of the source object is instantiated.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public event EventHandler<PoolObjectEventArgs<TInstance>> ObjectInstantiated
```

Value

Type: [System.EventHandler\(PoolObjectEventArgs\(TInstance\)\)](#)

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolBase(*TSource*, *TInstance*, *TSettings*).ObjectReleased Event

Occurs when an instance of the source object is released back to the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public event EventHandler<PoolObjectReleasedEventArgs<TInstance>>
ObjectReleased
```

Value

Type: [System.EventHandler\(PoolObjectReleasedEventArgs\(TInstance\)\)](#)

Remarks

This event will also be invoked for objects that are released to a pool that has reached its maximum size. In this situation, the [Destroying](#) property is set to `true` (`True` in Visual Basic) to indicate that the released object is about to be destroyed.

See Also

[PoolBase\(*TSource*, *TInstance*, *TSettings*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolCanAcquireChangedEventArgs Class

Contains data for object pooling events.

Inheritance Hierarchy

[System.Object](#)

[System.EventArgs](#)

Umbrace.Unity.PurePool.PoolCanAcquireChangedEventArgs

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public class PoolCanAcquireChangedEventArgs : EventArgs
```

The **PoolCanAcquireChangedEventArgs** type exposes the following members.

Constructors

| | Name | Description |
|---|---|--|
|  | PoolCanAcquireChangedEventArgs() | Initialises a new instance of the PoolCanAcquireChangedEventArgs class. |
|  | PoolCanAcquireChangedEventArgs(Boolean) | Initialises a new instance of the PoolCanAcquireChangedEventArgs class. |

Properties

| | Name | Description |
|---|----------------------------|--|
|  | CanAcquire | Gets or sets a value indicating whether an instance can be acquired from the pool. |

Methods

| | Name | Description |
|---|---------------------------------|---|
|  | Equals | (Inherited from Object .) |
|  | Finalize | (Inherited from Object .) |
|  | GetHashCode | (Inherited from Object .) |
|  | GetType | (Inherited from Object .) |
|  | MemberwiseClone | (Inherited from Object .) |
|  | ToString | (Inherited from Object .) |

See Also

[Umbrace.Unity.PurePool Namespace](#)

PoolCanAcquireChangedEventArgs Constructor

Overload List

| Name | Description |
|---|---|
|  PoolCanAcquireChangedEventArgs() | Initialises a new instance of the PoolCanAcquireChangedEventArgs class. |
|  PoolCanAcquireChangedEventArgs(Boolean) | Initialises a new instance of the PoolCanAcquireChangedEventArgs class. |

See Also

[PoolCanAcquireChangedEventArgs Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolCanAcquireChangedEventArgs Constructor

Initialises a new instance of the [PoolCanAcquireChangedEventArgs](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public PoolCanAcquireChangedEventArgs()
```

See Also

[PoolCanAcquireChangedEventArgs Class](#)

[PoolCanAcquireChangedEventArgs Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolCanAcquireChangedEventArgs Constructor (Boolean)

Initialises a new instance of the [PoolCanAcquireChangedEventArgs](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public PoolCanAcquireChangedEventArgs (
    bool canAcquire
)
```

Parameters

canAcquire

Type: [System.Boolean](#)

A value indicating whether an instance can be acquired from the pool.

See Also

[PoolCanAcquireChangedEventArgs Class](#)

[PoolCanAcquireChangedEventArgs Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolCanAcquireChangedEventArgs.PoolCanAcquireChangedEventArgs

Properties

The [PoolCanAcquireChangedEventArgs](#) type exposes the following members.

Properties

| | Name | Description |
|---|----------------------------|--|
|  | CanAcquire | Gets or sets a value indicating whether an instance can be acquired from the pool. |

See Also

[PoolCanAcquireChangedEventArgs Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolCanAcquireChangedEventArgs.CanAcquire Property

Gets or sets a value indicating whether an instance can be acquired from the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool CanAcquire { get; set; }
```

Property Value

Type: [Boolean](#)

See Also

[PoolCanAcquireChangedEventArgs Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolCanAcquireChangedEventArgs.PoolCanAcquireChangedEventArgs Methods

The [PoolCanAcquireChangedEventArgs](#) type exposes the following members.

Methods

| | Name | Description |
|--|---------------------------------|---|
| | Equals | (Inherited from Object .) |
| | Finalize | (Inherited from Object .) |
| | GetHashCode | (Inherited from Object .) |
| | GetType | (Inherited from Object .) |
| | MemberwiseClone | (Inherited from Object .) |
| | ToString | (Inherited from Object .) |

See Also

[PoolCanAcquireChangedEventArgs Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolCountChangedEventArgs Class

Contains data for object pooling events.

Inheritance Hierarchy

[System.Object](#)

[System.EventArgs](#)

Umbrace.Unity.PurePool.PoolCountChangedEventArgs

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public class PoolCountChangedEventArgs : EventArgs
```

The **PoolCountChangedEventArgs** type exposes the following members.

Constructors

| | Name | Description |
|---|--|---|
|  | PoolCountChangedEventArgs() | Initialises a new instance of the PoolCountChangedEventArgs class. |
|  | PoolCountChangedEventArgs(Int32) | Initialises a new instance of the PoolCountChangedEventArgs class. |

Properties

| | Name | Description |
|---|-----------------------|---|
|  | Count | Gets or sets the number of objects currently contained by the pool. |

Methods

| | Name | Description |
|---|---------------------------------|---|
|  | Equals | (Inherited from Object .) |
|  | Finalize | (Inherited from Object .) |
|  | GetHashCode | (Inherited from Object .) |
|  | GetType | (Inherited from Object .) |
|  | MemberwiseClone | (Inherited from Object .) |
|  | ToString | (Inherited from Object .) |

See Also

[Umbrace.Unity.PurePool Namespace](#)

PoolCountChangedEventArgs Constructor

Overload List

| Name | Description |
|--|--|
|  PoolCountChangedEventArgs() | Initialises a new instance of the PoolCountChangedEventArgs class. |
|  PoolCountChangedEventArgs(Int32) | Initialises a new instance of the PoolCountChangedEventArgs class. |

See Also

[PoolCountChangedEventArgs Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolCountChangedEventArgs Constructor

Initialises a new instance of the [PoolCountChangedEventArgs](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public PoolCountChangedEventArgs ()
```

See Also

[PoolCountChangedEventArgs Class](#)

[PoolCountChangedEventArgs Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolCountChangedEventArgs Constructor (Int32)

Initialises a new instance of the [PoolCountChangedEventArgs](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public PoolCountChangedEventArgs (
    int count
)
```

Parameters

count

Type: [System.Int32](#)

The number of objects currently contained by the pool.

See Also

[PoolCountChangedEventArgs Class](#)

[PoolCountChangedEventArgs Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolCountChangedEventArgs.PoolCountChangedEventArgs Properties

The [PoolCountChangedEventArgs](#) type exposes the following members.

Properties

| | Name | Description |
|---|-----------------------|---|
|  | Count | Gets or sets the number of objects currently contained by the pool. |

See Also

[PoolCountChangedEventArgs Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolCountChangedEventArgs.Count Property

Gets or sets the number of objects currently contained by the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public int Count { get; set; }
```

Property Value

Type: [Int32](#)

See Also

[PoolCountChangedEventArgs Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolCountChangedEventArgs.PoolCountChangedEventArgs Methods

The [PoolCountChangedEventArgs](#) type exposes the following members.

Methods

| | Name | Description |
|--|---------------------------------|---|
| | Equals | (Inherited from Object .) |
| | Finalize | (Inherited from Object .) |
| | GetHashCode | (Inherited from Object .) |
| | GetType | (Inherited from Object .) |
| | MemberwiseClone | (Inherited from Object .) |
| | ToString | (Inherited from Object .) |

See Also

[PoolCountChangedEventArgs Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolEventArgs(TPool) Class

Contains event data for events involving an [IPoolBase](#).

Inheritance Hierarchy

[System.Object](#)

[System.EventArgs](#)

Umbrace.Unity.PurePool.PoolEventArgs(TPool)

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public class PoolEventArgs<TPool> : EventArgs,  
    IPoolable, IEventSystemHandler  
where TPool : IPoolBase
```

Type Parameters

TPool

The type of pool that the event is about.

The PoolEventArgs(TPool) type exposes the following members.

Constructors

| | Name | Description |
|---|--------------------------------------|---|
|  | PoolEventArgs(TPool) | Initialises a new instance of the PoolEventArgs(TPool) class. |

Properties

| | Name | Description |
|---|----------------------|---|
|  | Pool | Gets or sets the pool that caused, or was affected by, the event. |

Methods

| | Name | Description |
|---|---------------------------------|---|
|  | Equals | (Inherited from Object .) |
|  | Finalize | (Inherited from Object .) |
|  | GetHashCode | (Inherited from Object .) |
|  | GetType | (Inherited from Object .) |
|  | MemberwiseClone | (Inherited from Object .) |
|  | ToString | (Inherited from Object .) |

Pure Pool - Object Pooling by Umbrace

See Also

[Umbrace.Unity.PurePool Namespace](#)

PoolEventArgs(TPool) Constructor

Initialises a new instance of the [PoolEventArgs\(TPool\)](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public PoolEventArgs()
```

See Also

[PoolEventArgs\(TPool\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolEventArgs(TPool).PoolEventArgs(TPool) Properties

The [PoolEventArgs\(TPool\)](#) generic type exposes the following members.

Properties

| | Name | Description |
|---|----------------------|---|
|  | Pool | Gets or sets the pool that caused, or was affected by, the event. |

See Also

[PoolEventArgs\(TPool\)Class](#)
[Umbrace.Unity.PurePool Namespace](#)

PoolEventArgs(TPool).Pool Property

Gets or sets the pool that caused, or was affected by, the event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public TPool Pool { get; set; }
```

Property Value

Type: *TPool*

See Also

[PoolEventArgs\(TPool\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolEventArgs(TPool).PoolEventArgs(TPool) Methods

The [PoolEventArgs\(TPool\)](#) generic type exposes the following members.

Methods

| | Name | Description |
|--|---------------------------------|---|
| | Equals | (Inherited from Object .) |
| | Finalize | (Inherited from Object .) |
| | GetHashCode | (Inherited from Object .) |
| | GetType | (Inherited from Object .) |
| | MemberwiseClone | (Inherited from Object .) |
| | ToString | (Inherited from Object .) |

See Also

[PoolEventArgs\(TPool\)Class](#)
[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*) Class

An abstract class that provides shared functionality to manage a collection of [PoolBase\(*TSource*, *TInstance*, *TSettings*\)](#) components, simplifying access to the pools and allowing for automatic pool creation.

Inheritance Hierarchy

[System.Object](#)

```
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
Umbrace.Unity.PurePool.PoolManagerBase<TManagerSettings, TPool, TPoolSettings, TSource, TInstance>
Umbrace.Unity.PurePool.ComponentPoolManager
Umbrace.Unity.PurePool.GameObjectPoolManager
```

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public abstract class PoolManagerBase<TManagerSettings, TPool, TPoolSettings,
TSource, TInstance> : MonoBehaviour,
    ISerializationCallbackReceiver
where TManagerSettings : PoolManagerSettings<TPoolSettings, TSource>
where TPool : PoolBase<TSource, TInstance, TPoolSettings>
where TPoolSettings : new(), SharedPoolSettings<TSource>
```

Type Parameters

TManagerSettings

The type of the manager's settings.

TPool

The type of the pools maintained by the manager.

TPoolSettings

The type of the settings used by the pools.

TSource

The type used to identify the desired source when acquiring an instance.

TInstance

The type of the instances returned from the pools.

The PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) type exposes the following members.

Constructors

| | Name | Description |
|---|---|---|
|  | PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) | Initializes a new instance of the PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance) class |

Properties

| | Name | Description |
|---|---------------------------------------|--|
|  | AcquireMode | Gets or sets the way in which to handle attempts to acquire an object, for which no pool exists. |
|  | AttachDescendentPools | Gets or sets value indicating whether to attach all descendent pools to the manager on startup. |
|  | DefaultPoolSettings | Gets the settings that are used when a new pool is created. |
|  | DontDestroyOnLoad | Gets or sets a value indicating whether the pool manager (and the pools beneath it) will remain in the scene when a new scene is loaded. |
|  | Enabled | Gets or sets a value indicating whether pooling is enabled. |
|  | ObjectPools | When overridden in a derived class, gets the internal object pool dictionary, mapping from the source object to its pool. |
|  | PoolCount | Gets the number of pools attached to the manager. |
|  | Pools | Gets the collection of pools attached to the manager. |

Methods

| | Name | Description |
|---|--|--|
|  | Acquire | Acquires an instance of <i>source</i> from an attached pool. |
|  | AttachPool | Attaches the specified pool to the manager, allowing the manager to acquire and release instances from it. |
|  | Awake | |
|  | CanAcquire | Determines whether an instance of <i>sourceObject</i> can be acquired from its pool. |
|  | CreatePool(TPoolSettings) | Creates a new pool using the specified settings, and attaches it to the manager. The pool is created on a child object of the manager's game object. |
|  | CreatePool(TPoolSettings, GameObject, Boolean, String) | Creates a new pool using the specified settings, and attaches it to the manager. |
|  | DestroyPool | Destroys the specified pool that's attached to the manager. |

| | |
|---|---|
|  DetachPool | Detaches the specified pool from the manager, without destroying it. |
|  Equals | (Inherited from Object .) |
|  Finalize | (Inherited from Object .) |
|  FindChildPools | Finds all pools that are parented to the manager's game object. |
|  GetHashCode | (Inherited from Object .) |
|  GetPool | Gets the pool that handles instances of the specified source object. The manager must contain a matching pool to use this method. |
|  GetPooledCount | Gets the number of instances of the specified object contained in the pool. |
|  GetSourceName | When implemented in a derived class, gets the name of the specified source. |
|  GetType | (Inherited from Object .) |
|  HasPool | Determines whether the manager has a pool that handles instances of the specified source object. |
|  InternalAcquire | When implemented in a derived class, attempts to acquire an instance of a source according to AcquireMode . |
|  IsAttached | Determines whether the specified pool is attached to the manager. |
|  IsPoolEmpty | Determines whether the pool is empty for instances of the specified object. |
|  MemberwiseClone | (Inherited from Object .) |
|  OnPoolAttached | Raises the PoolAttached event. |
|  OnPoolCreated | Raises the PoolCreated event. |
|  OnPoolDestroyed | Raises the PoolDestroyed event. |
|  OnPoolDetached | Raises the PoolDetached event. |
|  Release | Releases an instance that was previously acquired from an attached pool. |
|  ReleaseInternal | When overridden in a derived class, releases an instance that was previously acquired from an attached pool. |
|  ToString | (Inherited from Object .) |
|  TryAcquire | Acquires an instance of <i>sourceObject</i> from an attached pool. |
|  TryGetPool | Gets the pool that handles instances of the specified source object. |

Events

| | Name | Description |
|---|--|-------------|
|  PoolAttached | Occurs when a GameObjectPool is attached to the manager. | |
|  PoolCreated | Occurs when a GameObjectPool is created by the manager. | |
|  PoolDestroyed | Occurs when a GameObjectPool is destroyed by the manager. | |
|  PoolDetached | Occurs when a GameObjectPool is detached from the manager. | |

See Also

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*) Constructor

Initializes a new instance of the [PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)](#) class

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected PoolManagerBase()
```

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*) Properties

The [PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)](#) generic type exposes the following members.

Properties

| | Name | Description |
|---|---------------------------------------|--|
|  | AcquireMode | Gets or sets the way in which to handle attempts to acquire an object, for which no pool exists. |
|  | AttachDescendentPools | Gets or sets value indicating whether to attach all descendent pools to the manager on startup. |
|  | DefaultPoolSettings | Gets the settings that are used when a new pool is created. |
|  | DontDestroyOnLoad | Gets or sets a value indicating whether the pool manager (and the pools beneath it) will remain in the scene when a new scene is loaded. |
|  | Enabled | Gets or sets a value indicating whether pooling is enabled. |
|  | ObjectPools | When overridden in a derived class, gets the internal object pool dictionary, mapping from the source object to its pool. |
|  | PoolCount | Gets the number of pools attached to the manager. |
|  | Pools | Gets the collection of pools attached to the manager. |

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)
[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).AcquireMode Property

Gets or sets the way in which to handle attempts to acquire an object, for which no pool exists.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public AcquireNoPoolMode AcquireMode { get; set; }
```

Property Value

Type: [AcquireNoPoolMode](#)

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).AttachDescendentPools Property

Gets or sets value indicating whether to attach all descendent pools to the manager on startup.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool AttachDescendentPools { get; set; }
```

Property Value

Type: [Boolean](#)

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).DefaultPoolSettings Property

Gets the settings that are used when a new pool is created.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public TPoolSettings DefaultPoolSettings { get; }
```

Property Value

Type: *TPoolSettings*

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).DontDestroyOnLoad Property

Gets or sets a value indicating whether the pool manager (and the pools beneath it) will remain in the scene when a new scene is loaded.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool DontDestroyOnLoad { get; set; }
```

Property Value

Type: [Boolean](#)

Remarks

Upon setting the **DontDestroyOnLoad** property to `true` (`True` in Visual Basic), the manager will be prevented from being destroyed when loading a new scene. In addition, all pools that are parented beneath the manager in the hierarchy will also be prevented from being destroyed.

It's important to make the distinction that it's actually the root transform of the **GameObject** to which the manager is attached that will persist between scene changes. The root transform is the top-most transform in the hierarchy. Therefore, every object that is parented beneath the root transform in the hierarchy will persist between scene changes, and not only the manager.

If the [PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)](#) component is removed from its game object, the game object will still persist through scene changes.

Pools that are attached to the manager using [AttachPool\(*TPool*\)](#), but that are not parented beneath the manager in the hierarchy, are not affected by this property.

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).Enabled Property

Gets or sets a value indicating whether pooling is enabled.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool Enabled { get; set; }
```

Property Value

Type: [Boolean](#)

Remarks

When **Enabled** is set to `false` (`False` in Visual Basic), all pools accessed through the [PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)](#) will appear empty, and acquiring from them will only work if [`InstantiateWhenEmpty`](#) is `true` (`True` in Visual Basic).

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).ObjectPools Property

When overridden in a derived class, gets the internal object pool dictionary, mapping from the source object to its pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected abstract IDictionary<TSource, TPool> ObjectPools { get; }
```

Property Value

Type: [IDictionary](#)(*TSource*, *TPool*)

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).PoolCount Property

Gets the number of pools attached to the manager.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public int PoolCount { get; }
```

Property Value

Type: [Int32](#)

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).Pools Property

Gets the collection of pools attached to the manager.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public IEnumerable<TPool> Pools { get; }
```

Property Value

Type: [IEnumerable\(TPool\)](#)

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*) Methods

The [PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)](#) generic type exposes the following members.

Methods

| | Name | Description |
|---|--|--|
| ≡ | Acquire | Acquires an instance of <i>source</i> from an attached pool. |
| ≡ | AttachPool | Attaches the specified pool to the manager, allowing the manager to acquire and release instances from it. |
| ≡ | Awake | |
| ≡ | CanAcquire | Determines whether an instance of <i>sourceObject</i> can be acquired from its pool. |
| ≡ | CreatePool(<i>TPoolSettings</i>) | Creates a new pool using the specified settings, and attaches it to the manager. The pool is created on a child object of the manager's game object. |
| ≡ | CreatePool(<i>TPoolSettings</i>, <i>GameObject</i>, <i>Boolean</i>, <i>String</i>) | Creates a new pool using the specified settings, and attaches it to the manager. |
| ≡ | DestroyPool | Destroys the specified pool that's attached to the manager. |
| ≡ | DetachPool | Detaches the specified pool from the manager, without destroying it. |
| ≡ | Equals | (Inherited from Object .) |
| ≡ | Finalize | (Inherited from Object .) |
| ≡ | FindChildPools | Finds all pools that are parented to the manager's game object. |
| ≡ | GetHashCode | (Inherited from Object .) |
| ≡ | GetPool | Gets the pool that handles instances of the specified source object. The manager must contain a matching pool to use this method. |
| ≡ | GetPooledCount | Gets the number of instances of the specified object contained in the pool. |
| ≡ | GetSourceName | When implemented in a derived class, gets the name of the specified source. |
| ≡ | GetType | (Inherited from Object .) |
| ≡ | HasPool | Determines whether the manager has a pool that handles instances of the specified source object. |
| ≡ | InternalAcquire | When implemented in a derived class, attempts to acquire an instance of a source according to AcquireMode . |

| | |
|---|--|
|  IsAttached | Determines whether the specified pool is attached to the manager. |
|  IsPoolEmpty | Determines whether the pool is empty for instances of the specified object. |
|  MemberwiseClone | (Inherited from Object .) |
|  OnPoolAttached | Raises the PoolAttached event. |
|  OnPoolCreated | Raises the PoolCreated event. |
|  OnPoolDestroyed | Raises the PoolDestroyed event. |
|  OnPoolDetached | Raises the PoolDetached event. |
|  Release | Releases an instance that was previously acquired from an attached pool. |
|  ReleaseInternal | When overridden in a derived class, releases an instance that was previously acquired from an attached pool. |
|  ToString | (Inherited from Object .) |
|  TryAcquire | Acquires an instance of <i>sourceObject</i> from an attached pool. |
|  TryGetPool | Gets the pool that handles instances of the specified source object. |

See Also

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).Acquire Method

Acquires an instance of *source* from an attached pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public TInstance Acquire(  
    TSource source  
)
```

Parameters

source

Type: *TSource*

The source to acquire an instance of.

Return Value

Type: *TInstance*

An instance of *source* acquired from the pool.

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\).CanAcquire\(*TSource*\)](#)

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\).TryAcquire\(*TSource*, *TInstance*\)](#)

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\).Release\(*TInstance*\)](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).AttachPool Method

Attaches the specified pool to the manager, allowing the manager to acquire and release instances from it.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void AttachPool(  
    TPool pool  
)
```

Parameters

pool

Type: *TPool*

The pool to attach.

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).Awake Method

[Missing <summary> documentation for "M:Umbrace.Unity.PurePool.PoolManagerBase`5.Awake"]

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void Awake()
```

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).CanAcquire Method

Determines whether an instance of *sourceObject* can be acquired from its pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool CanAcquire(  
    TSource sourceObject  
)
```

Parameters

sourceObject

Type: *TSource*

The game object to check.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of *sourceObject* can be acquired from its pool; otherwise, `false` (`False` in Visual Basic).

Remarks

An instance can be acquired when its pool contains at least one instance, or when

[InstantiateWhenEmpty](#) is `true` (`True` in Visual Basic).

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).CreatePool Method

Overload List

| Name | Description |
|--|--|
|  CreatePool(TPoolSettings) | Creates a new pool using the specified settings, and attaches it to the manager. The pool is created on a child object of the manager's game object. |
|  CreatePool(TPoolSettings, GameObject, Boolean, String) | Creates a new pool using the specified settings, and attaches it to the manager. |

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).CreatePool Method (*TPoolSettings*)

Creates a new pool using the specified settings, and attaches it to the manager. The pool is created on a child object of the manager's game object.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public TPool CreatePool(  
    TPoolSettings settings  
)
```

Parameters

settings

Type: *TPoolSettings*

The settings to create the pool with.

Return Value

Type: *TPool*

The newly-created pool.

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[CreatePool Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).CreatePool Method (*TPoolSettings*, *GameObject*, *Boolean*, *String*)

Creates a new pool using the specified settings, and attaches it to the manager.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public TPool CreatePool(  
    TPoolSettings settings,  
    GameObject parent,  
    bool createContainer = false,  
    string containerName = null  
)
```

Parameters

settings

Type: *TPoolSettings*

The settings to create the pool with.

parent

Type: *UnityEngine.GameObject*

The **GameObject** that the pool should be attached to, either directly or indirectly depending on *createContainer*.

createContainer (Optional)

Type: [System.Boolean](#)

true

(*True* in Visual Basic) to create the pool on a child object parented to *parent*; *false* (*False* in Visual Basic) to create the pool directly on *parent*.

containerName (Optional)

Type: [System.String](#)

The name of the child object to be used as a container for the pool. If this is not specified, the name of the source will be used.

Return Value

Type: *TPool*

The newly-created pool.

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[CreatePool Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).DestroyPool Method

Destroys the specified pool that's attached to the manager.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void DestroyPool(  
    TPool pool,  
    bool destroyContainer = false  
)
```

Parameters

pool

Type: *TPool*

The pool to destroy. It must be attached to the manager.

destroyContainer (Optional)

Type: [System.Boolean](#)

Whether the **GameObject** the pool was attached to should also be destroyed.

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).DetachPool Method

Detaches the specified pool from the manager, without destroying it.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void DetachPool(  
    TPool pool  
)
```

Parameters

pool

Type: *TPool*

The pool to detach.

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).FindChildPools Method

Finds all pools that are parented to the manager's game object.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public TPool[] FindChildPools(  
    bool includeInactive = true  
)
```

Parameters

includeInactive (Optional)

Type: [System.Boolean](#)

`true`

(`True` in Visual Basic) to include pools attached to inactive game objects; otherwise, `false` (`False` in Visual Basic).

Return Value

Type: *TPool*[]

The pools that were found, as an array of *TPool*.

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).GetPool Method

Gets the pool that handles instances of the specified source object. The manager must contain a matching pool to use this method.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public TPool GetPool(  
    TSource sourceObject  
)
```

Parameters

sourceObject

Type: *TSource*

The source object to retrieve the pool for.

Return Value

Type: *TPool*

A *TPool* that handles instances of *sourceObject*.

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).GetPooledCount Method

Gets the number of instances of the specified object contained in the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public int GetPooledCount(  
    TSource sourceObject  
)
```

Parameters

sourceObject

Type: *TSource*

The game object to check.

Return Value

Type: [Int32](#)

The number of instances of the specified object contained in the pool.

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).GetSourceName Method

When implemented in a derived class, gets the name of the specified source.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected abstract string GetSourceName(  
    TSource source  
)
```

Parameters

source

Type: *TSource*

The source to get the name of.

Return Value

Type: [String](#)

The name of the specified source.

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).HasPool Method

Determines whether the manager has a pool that handles instances of the specified source object.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool HasPool(  
    TSource sourceObject  
)
```

Parameters

sourceObject

Type: *TSource*

The source object to check.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if the manager has a pool that handles instances of *sourceObject*; otherwise, `false` (`False` in Visual Basic).

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).InternalAcquire Method

When implemented in a derived class, attempts to acquire an instance of a source according to [AcquireMode](#).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected abstract bool InternalAcquire(  
    TSource sourceObject,  
    out TPool pool,  
    out TInstance instance  
)
```

Parameters

sourceObject

Type: *TSource*

The source to acquire an instance of.

pool

Type: *TPool*

When this method returns, contains the pool for the specified source, if one was created; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

instance

Type: *TInstance*

When this method returns, contains the instance of the specified source, if one was created; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if a pool exists for the specified source; otherwise, `false` (`False` in Visual Basic).

Exceptions

| Exception | Condition |
|-----------------------------------|---|
| ArgumentException | If no pool exists for the specified source, and AcquireMode is set to Error . |

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).IsAttached Method

Determines whether the specified pool is attached to the manager.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool IsAttached(  
    TPool pool  
)
```

Parameters

pool

Type: *TPool*

The pool to check.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if the pool is attached to the manager; otherwise, `false` (`False` in Visual Basic).

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).IsPoolEmpty Method

Determines whether the pool is empty for instances of the specified object.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool IsPoolEmpty(
    TSource sourceObject
)
```

Parameters

sourceObject

Type: *TSource*

The game object to check.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if the pool is empty for instances of the specified object; otherwise, `false` (`False` in Visual Basic).

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).OnPoolAttached Method

Raises the [PoolAttached](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnPoolAttached(
    TPool pool
)
```

Parameters

pool

Type: *TPool*

The pool that was attached to the manager.

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).OnPoolCreated Method

Raises the [PoolCreated](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnPoolCreated(  
    TPool pool  
)
```

Parameters

pool

Type: *TPool*

The pool that was created by the manager.

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).OnPoolDestroyed Method

Raises the [PoolDestroyed](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnPoolDestroyed(
    TPool pool
)
```

Parameters

pool

Type: *TPool*

The pool that was destroyed by the manager.

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).OnPoolDetached Method

Raises the [PoolDetached](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnPoolDetached(
    TPool pool
)
```

Parameters

pool

Type: *TPool*

The pool that was detached from the manager.

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).Release Method

Releases an instance that was previously acquired from an attached pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void Release(  
    TInstance instance  
)
```

Parameters

instance

Type: *TInstance*

The instance to release back to the pool.

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).ReleaseInternal Method

When overridden in a derived class, releases an instance that was previously acquired from an attached pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected abstract void ReleaseInternal(  
    TInstance instance  
)
```

Parameters

instance

Type: *TInstance*

The instance to release back to the pool.

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).TryAcquire Method

Acquires an instance of *sourceObject* from an attached pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(  
    TSource sourceObject,  
    out TInstance instance  
)
```

Parameters

sourceObject

Type: *TSource*

The game object to acquire an instance of.

instance

Type: *TInstance*

When this method returns, contains the instance of *sourceObject*, if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

[true](#) ([True](#) in Visual Basic) if an instance of *sourceObject* was acquired from an attached pool; otherwise, [false](#) ([False](#) in Visual Basic).

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).TryGetPool Method

Gets the pool that handles instances of the specified source object.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryGetPool(  
    TSource sourceObject,  
    out TPool pool  
)
```

Parameters

sourceObject

Type: *TSource*

The source object to retrieve the pool for.

pool

Type: *TPool*

When this method returns, contains the pool that handles the specified source object, if one is found; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if the manager contains a pool that handles the specified source object; otherwise, `false` (`False` in Visual Basic).

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

`PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance).PoolManagerBase(TManagerSettings, TPool, TPoolSettings, TSource, TInstance)` Events

The [PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\)](#) generic type exposes the following members.

Events

| | Name | Description |
|---|-------------------------------|--|
|  | PoolAttached | Occurs when a GameObjectPool is attached to the manager. |
|  | PoolCreated | Occurs when a GameObjectPool is created by the manager. |
|  | PoolDestroyed | Occurs when a GameObjectPool is destroyed by the manager. |
|  | PoolDetached | Occurs when a GameObjectPool is detached from the manager. |

See Also

[PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\)Class](#)
[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).PoolAttached Event

Occurs when a [GameObjectPool](#) is attached to the manager.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public event EventHandler<PoolEventArgs<TPool>> PoolAttached
```

Value

Type: [System.EventHandler\(PoolEventArgs\(TPool\)\)](#)

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).PoolCreated Event

Occurs when a [GameObjectPool](#) is created by the manager.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public event EventHandler<PoolEventArgs<TPool>> PoolCreated
```

Value

Type: [System.EventHandler\(PoolEventArgs\(TPool\)\)](#)

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).PoolDestroyed Event

Occurs when a [GameObjectPool](#) is destroyed by the manager.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public event EventHandler<PoolEventArgs<TPool>> PoolDestroyed
```

Value

Type: [System.EventHandler\(PoolEventArgs\(TPool\)\)](#)

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerBase(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*).PoolDetached Event

Occurs when a [GameObjectPool](#) is detached from the manager.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public event EventHandler<PoolEventArgs<TPool>> PoolDetached
```

Value

Type: [System.EventHandler\(PoolEventArgs\(TPool\)\)](#)

See Also

[PoolManagerBase\(*TManagerSettings*, *TPool*, *TPoolSettings*, *TSource*, *TInstance*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerSettings(TPoolSettings, TSource) Class

A container class for the settings that a [PoolManagerBase\(TManagerSettings, TPool, TPoolSettings, TSource, TInstance\)](#) can have.

Inheritance Hierarchy

[System.Object](#)

Umbrace.Unity.PurePool.PoolManagerSettings(TPoolSettings, TSource)

[Umbrace.Unity.PurePool.ComponentPoolManagerSettings](#)

[Umbrace.Unity.PurePool.GameObjectPoolManagerSettings](#)

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[SerializableAttribute]  
public abstract class PoolManagerSettings<TPoolSettings, TSource>  
where TPoolSettings : SharedPoolSettings<TSource>
```

Type Parameters

TPoolSettings

The type of settings used by individual pools.

TSource

The type of object being pooled.

The PoolManagerSettings(TPoolSettings, TSource) type exposes the following members.

Constructors

| | Name | Description |
|--|---|--|
| | PoolManagerSettings(TPoolSettings, TSource) | Initialises a new instance of the PoolManagerSettings(TPoolSettings, TSource) class. |

Properties

| | Name | Description |
|--|---------------------------------------|-------------|
| | AcquireMode | |
| | AttachDescendentPools | |
| | DefaultPoolSettings | |
| | DontDestroyOnLoad | |
| | IsPoolingEnabled | |

Methods

| | Name | Description |
|---|---------------------------------|---|
| ≡ | Equals | (Inherited from Object .) |
| 💡 | Finalize | (Inherited from Object .) |
| ≡ | GetHashCode | (Inherited from Object .) |
| ≡ | GetType | (Inherited from Object .) |
| 💡 | MemberwiseClone | (Inherited from Object .) |
| ≡ | ToString | (Inherited from Object .) |

See Also

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerSettings(TPoolSettings, TSource) Constructor

Initialises a new instance of the [PoolManagerSettings\(TPoolSettings, TSource\)](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected PoolManagerSettings()
```

See Also

[PoolManagerSettings\(TPoolSettings, TSource\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerSettings(*TPoolSettings*, *TSource*).PoolManagerSettings(*TPoolSettings*, *TSource*) Properties

The [PoolManagerSettings\(*TPoolSettings*, *TSource*\)](#) generic type exposes the following members.

Properties

| | Name | Description |
|---|---------------------------------------|-------------|
|  | AcquireMode | |
|  | AttachDescendentPools | |
|  | DefaultPoolSettings | |
|  | DontDestroyOnLoad | |
|  | IsPoolingEnabled | |

See Also

[PoolManagerSettings\(*TPoolSettings*, *TSource*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerSettings(*TPoolSettings*, *TSource*).AcquireMode Property

[Missing <summary> documentation for
"P:Umbrace.Unity.PurePool.PoolManagerSettings`2.AcquireMode"]

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public AcquireNoPoolMode AcquireMode { get; set; }
```

Property Value

Type: [AcquireNoPoolMode](#)

See Also

[PoolManagerSettings\(*TPoolSettings*, *TSource*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerSettings(*TPoolSettings*, *TSource*).AttachDescendentPools Property

[Missing <summary> documentation for

"P:Umbrace.Unity.PurePool.PoolManagerSettings`2.AttachDescendentPools"]

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool AttachDescendentPools { get; set; }
```

Property Value

Type: [Boolean](#)

See Also

[PoolManagerSettings\(TPoolSettings, TSource\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerSettings(*TPoolSettings*, *TSource*).DefaultPoolSettings Property

[Missing <summary> documentation for
"P:Umbrace.Unity.PurePool.PoolManagerSettings`2.DefaultPoolSettings"]

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public TPoolSettings DefaultPoolSettings { get; set; }
```

Property Value

Type: *TPoolSettings*

See Also

[PoolManagerSettings\(*TPoolSettings*, *TSource*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerSettings(TPoolSettings, TSource).DontDestroyOnLoad Property

[Missing <summary> documentation for
"P:Umbrace.Unity.PurePool.PoolManagerSettings`2.DontDestroyOnLoad"]

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool DontDestroyOnLoad { get; set; }
```

Property Value

Type: [Boolean](#)

See Also

[PoolManagerSettings\(TPoolSettings, TSource\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerSettings(TPoolSettings, TSource).IsPoolingEnabled Property

[Missing <summary> documentation for
"P:Umbrace.Unity.PurePool.PoolManagerSettings`2.IsPoolingEnabled"]

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool IsPoolingEnabled { get; set; }
```

Property Value

Type: [Boolean](#)

See Also

[PoolManagerSettings\(TPoolSettings, TSource\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolManagerSettings(TPoolSettings, TSource).PoolManagerSettings(TPoolSettings, TSource) Methods

The [PoolManagerSettings\(TPoolSettings, TSource\)](#) generic type exposes the following members.

Methods

| | Name | Description |
|--|---------------------------------|---|
| | Equals | (Inherited from Object .) |
| | Finalize | (Inherited from Object .) |
| | GetHashCode | (Inherited from Object .) |
| | GetType | (Inherited from Object .) |
| | MemberwiseClone | (Inherited from Object .) |
| | ToString | (Inherited from Object .) |

See Also

[PoolManagerSettings\(TPoolSettings, TSource\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolObjectAcquiredEventArgs(*T*) Class

Contains data for object pooling events.

Inheritance Hierarchy

[System.Object](#)

[System.EventArgs](#)

[Umbrace.Unity.PurePool.PoolObjectEventArgs\(*T*\)](#)

Umbrace.Unity.PurePool.PoolObjectAcquiredEventArgs(*T*)

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public class PoolObjectAcquiredEventArgs<T> : PoolObjectEventArgs<T>
```

Type Parameters

T

The type of the object that the event is about.

The PoolObjectAcquiredEventArgs(*T*) type exposes the following members.

Constructors

| | Name | Description |
|---|--|--|
|  | PoolObjectAcquiredEventArgs(<i>T</i>)() | Initialises a new instance of the PoolObjectAcquiredEventArgs(<i>T</i>) class. |
|  | PoolObjectAcquiredEventArgs(<i>T</i>)(<i>T</i>, Boolean) | Initialises a new instance of the PoolObjectAcquiredEventArgs(<i>T</i>) class. |

Properties

| | Name | Description |
|---|------------------------------|--|
|  | Instance | Gets or sets the object that the event refers to. (Inherited from PoolObjectEventArgs(<i>T</i>) .) |
|  | Instantiated | Gets or sets a value indicating whether the acquired object was instantiated specifically for this acquisition, rather than being taken from the pool. |

Methods

| | Name | Description |
|---|---------------------------------|---|
|  | AcquireInternal | When implemented in a derived class, performs actions when the object is acquired from an object pool. (Inherited from PoolObjectEventArgs(<i>T</i>) .) |

| | |
|---|---|
|  Equals | (Inherited from Object .) |
|  Finalize | (Inherited from Object .) |
|  GetHashCode | (Inherited from Object .) |
|  GetType | (Inherited from Object .) |
|  MemberwiseClone | (Inherited from Object .) |
|  ReleaseInternal | Performs actions when the object is released back to an object pool. (Overrides PoolObjectEventArgs(T).ReleaseInternal() .) |
|  ToString | (Inherited from Object .) |

See Also

[Umbrace.Unity.PurePool Namespace](#)

PoolObjectAcquiredEventArgs(T) Constructor

Overload List

| Name | Description |
|--|---|
|  PoolObjectAcquiredEventArgs(T)() | Initialises a new instance of the PoolObjectAcquiredEventArgs(T) class. |
|  PoolObjectAcquiredEventArgs(T)(T, Boolean) | Initialises a new instance of the PoolObjectAcquiredEventArgs(T) class. |

See Also

[PoolObjectAcquiredEventArgs\(T\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolObjectAcquiredEventArgs(T) Constructor

Initialises a new instance of the [PoolObjectAcquiredEventArgs\(T\)](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public PoolObjectAcquiredEventArgs ()
```

See Also

[PoolObjectAcquiredEventArgs\(T\)Class](#)

[PoolObjectAcquiredEventArgs\(T\)Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolObjectAcquiredEventArgs(*T*) Constructor (*T*, Boolean)

Initialises a new instance of the [PoolObjectAcquiredEventArgs\(*T*\)](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public PoolObjectAcquiredEventArgs (   
    T instance,   
    bool instantiated  
)
```

Parameters

instance

Type: *T*

The object that the event is about.

instantiated

Type: [System.Boolean](#)

A value indicating whether the acquired object was instantiated specifically for this acquisition, rather than being taken from the pool.

See Also

[PoolObjectAcquiredEventArgs\(*T*\)Class](#)

[PoolObjectAcquiredEventArgs\(*T*\)Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolObjectAcquiredEventArgs(*T*).PoolObjectAcquiredEventArgs(*T*)

Properties

The [PoolObjectAcquiredEventArgs\(*T*\)](#) generic type exposes the following members.

Properties

| | Name | Description |
|---|------------------------------|--|
|  | Instance | Gets or sets the object that the event refers to. (Inherited from PoolObjectEventArgs(<i>T</i>) .) |
|  | Instantiated | Gets or sets a value indicating whether the acquired object was instantiated specifically for this acquisition, rather than being taken from the pool. |

See Also

[PoolObjectAcquiredEventArgs\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolObjectAcquiredEventArgs(*T*).Instantiated Property

Gets or sets a value indicating whether the acquired object was instantiated specifically for this acquisition, rather than being taken from the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool Instantiated { get; set; }
```

Property Value

Type: [Boolean](#)

See Also

[PoolObjectAcquiredEventArgs\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolObjectAcquiredEventArgs(*T*).PoolObjectAcquiredEventArgs(*T*)

Methods

The [PoolObjectAcquiredEventArgs\(*T*\)](#) generic type exposes the following members.

Methods

| | Name | Description |
|--|---------------------------------|---|
| | AcquireInternal | When implemented in a derived class, performs actions when the object is acquired from an object pool. (Inherited from PoolObjectEventArgs(<i>T</i>) .) |
| | Equals | (Inherited from Object .) |
| | Finalize | (Inherited from Object .) |
| | GetHashCode | (Inherited from Object .) |
| | GetType | (Inherited from Object .) |
| | MemberwiseClone | (Inherited from Object .) |
| | ReleaseInternal | Performs actions when the object is released back to an object pool. (Overrides PoolObjectEventArgs(<i>T</i>).ReleaseInternal() .) |
| | ToString | (Inherited from Object .) |

See Also

[PoolObjectAcquiredEventArgs\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolObjectAcquiredEventArgs(*T*).ReleaseInternal Method

Performs actions when the object is released back to an object pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override void ReleaseInternal()
```

See Also

[PoolObjectAcquiredEventArgs\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolObjectEventArgs(T) Class

Contains data for object pooling events.

Inheritance Hierarchy

[System.Object](#)

[System.EventArgs](#)

Umbrace.Unity.PurePool.PoolObjectEventArgs(T)

[Umbrace.Unity.PurePool.PoolObjectAcquiredEventArgs\(T\)](#)

[Umbrace.Unity.PurePool.PoolObjectReleasedEventArgs\(T\)](#)

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public class PoolObjectEventArgs<T> : EventArgs,  
    IPoolable, IEventSystemHandler
```

Type Parameters

T

The type of the object that the event is about.

The PoolObjectEventArgs(T) type exposes the following members.

Constructors

| | Name | Description |
|--|---|---|
| | PoolObjectEventArgs(T)() | Initialises a new instance of the PoolObjectEventArgs(T) class. |
| | PoolObjectEventArgs(T)(T) | Initialises a new instance of the PoolObjectEventArgs(T) class. |

Properties

| | Name | Description |
|--|--------------------------|---|
| | Instance | Gets or sets the object that the event refers to. |

Methods

| | Name | Description |
|--|---------------------------------|--|
| | AcquireInternal | When implemented in a derived class, performs actions when the object is acquired from an object pool. |
| | Equals | (Inherited from Object .) |
| | Finalize | (Inherited from Object .) |
| | GetHashCode | (Inherited from Object .) |

| | |
|---|--|
|  GetType | (Inherited from Object .) |
|  MemberwiseClone | (Inherited from Object .) |
|  ReleaseInternal | Performs actions when the object is released back to an object pool. |
|  ToString | (Inherited from Object .) |

See Also

[Umbrace.Unity.PurePool Namespace](#)

PoolObjectEventArgs(*T*) Constructor

Overload List

| Name | Description |
|---|--|
|  PoolObjectEventArgs(<i>T</i>)() | Initialises a new instance of the PoolObjectEventArgs(<i>T</i>) class. |
|  PoolObjectEventArgs(<i>T</i>)(<i>T</i>) | Initialises a new instance of the PoolObjectEventArgs(<i>T</i>) class. |

See Also

[PoolObjectEventArgs\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolObjectEventArgs(*T*) Constructor

Initialises a new instance of the [PoolObjectEventArgs\(*T*\)](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public PoolObjectEventArgs()
```

See Also

[PoolObjectEventArgs\(*T*\)Class](#)

[PoolObjectEventArgs\(*T*\)Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolObjectEventArgs(*T*) Constructor (*T*)

Initialises a new instance of the [PoolObjectEventArgs\(*T*\)](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public PoolObjectEventArgs (  
    T instance  
)
```

Parameters

instance

Type: *T*

The object that the event is about.

See Also

[PoolObjectEventArgs\(*T*\)Class](#)

[PoolObjectEventArgs\(*T*\)Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolObjectEventArgs(*T*).PoolObjectEventArgs(*T*) Properties

The [PoolObjectEventArgs\(*T*\)](#) generic type exposes the following members.

Properties

| | Name | Description |
|---|--------------------------|---|
|  | Instance | Gets or sets the object that the event refers to. |

See Also

[PoolObjectEventArgs\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolObjectEventArgs(*T*).Instance Property

Gets or sets the object that the event refers to.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public T Instance { get; set; }
```

Property Value

Type: *T*

See Also

[PoolObjectEventArgs\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolObjectEventArgs(*T*).PoolObjectEventArgs(*T*) Methods

The [PoolObjectEventArgs\(*T*\)](#) generic type exposes the following members.

Methods

| | Name | Description |
|---|------|--|
|  AcquireInternal | | When implemented in a derived class, performs actions when the object is acquired from an object pool. |
|  Equals | | (Inherited from Object .) |
|  Finalize | | (Inherited from Object .) |
|  GetHashCode | | (Inherited from Object .) |
|  GetType | | (Inherited from Object .) |
|  MemberwiseClone | | (Inherited from Object .) |
|  ReleaseInternal | | Performs actions when the object is released back to an object pool. |
|  ToString | | (Inherited from Object .) |

See Also

[PoolObjectEventArgs\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolObjectEventArgs(*T*).AcquireInternal Method

When implemented in a derived class, performs actions when the object is acquired from an object pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void AcquireInternal()
```

See Also

[PoolObjectEventArgs\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolObjectEventArgs(*T*).ReleaseInternal Method

Performs actions when the object is released back to an object pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void ReleaseInternal()
```

See Also

[PoolObjectEventArgs\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolObjectReleasedEventArgs(T) Class

Contains data for object pooling events.

Inheritance Hierarchy

[System.Object](#)

[System.EventArgs](#)

[Umbrace.Unity.PurePool.PoolObjectEventArgs\(T\)](#)

Umbrace.Unity.PurePool.PoolObjectReleasedEventArgs(T)

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public class PoolObjectReleasedEventArgs<T> : PoolObjectEventArgs<T>
```

Type Parameters

T

The type of the object that the event is about.

The PoolObjectReleasedEventArgs(T) type exposes the following members.

Constructors

| | Name | Description |
|---|--|---|
|  | PoolObjectReleasedEventArgs(T)() | Initialises a new instance of the PoolObjectReleasedEventArgs(T) class. |
|  | PoolObjectReleasedEventArgs(T)(T, Boolean) | Initialises a new instance of the PoolObjectReleasedEventArgs(T) class. |

Properties

| | Name | Description |
|---|----------------------------|---|
|  | Destroying | Gets or sets a value indicating whether the released object is about to be destroyed. |
|  | Instance | Gets or sets the object that the event refers to. (Inherited from PoolObjectEventArgs(T) .) |

Methods

| | Name | Description |
|---|---------------------------------|--|
|  | AcquireInternal | When implemented in a derived class, performs actions when the object is acquired from an object pool. (Inherited from PoolObjectEventArgs(T) .) |
|  | Equals | (Inherited from Object .) |

| | |
|---|---|
|  Finalize | (Inherited from Object .) |
|  GetHashCode | (Inherited from Object .) |
|  GetType | (Inherited from Object .) |
|  MemberwiseClone | (Inherited from Object .) |
|  ReleaseInternal | Performs actions when the object is released back to an object pool. (Overrides PoolObjectEventArgs(T).ReleaseInternal() .) |
|  ToString | (Inherited from Object .) |

See Also

[Umbrace.Unity.PurePool Namespace](#)

PoolObjectReleasedEventArgs(T) Constructor

Overload List

| Name | Description |
|--|---|
|  PoolObjectReleasedEventArgs(T)() | Initialises a new instance of the PoolObjectReleasedEventArgs(T) class. |
|  PoolObjectReleasedEventArgs(T)(T, Boolean) | Initialises a new instance of the PoolObjectReleasedEventArgs(T) class. |

See Also

[PoolObjectReleasedEventArgs\(T\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolObjectReleasedEventArgs(T) Constructor

Initialises a new instance of the [PoolObjectReleasedEventArgs\(T\)](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public PoolObjectReleasedEventArgs ()
```

See Also

[PoolObjectReleasedEventArgs\(T\)Class](#)

[PoolObjectReleasedEventArgs\(T\)Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolObjectReleasedEventArgs(*T*) Constructor (*T*, Boolean)

Initialises a new instance of the [PoolObjectReleasedEventArgs\(*T*\)](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public PoolObjectReleasedEventArgs (
    T instance,
    bool destroying
)
```

Parameters

instance

Type: *T*

The object that the event is about.

destroying

Type: [System.Boolean](#)

A value indicating whether the released object is about to be destroyed.

See Also

[PoolObjectReleasedEventArgs\(*T*\)Class](#)

[PoolObjectReleasedEventArgs\(*T*\)Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolObjectReleasedEventArgs(*T*).PoolObjectReleasedEventArgs(*T*)

Properties

The [PoolObjectReleasedEventArgs\(*T*\)](#) generic type exposes the following members.

Properties

| | Name | Description |
|---|----------------------------|--|
|  | Destroying | Gets or sets a value indicating whether the released object is about to be destroyed. |
|  | Instance | Gets or sets the object that the event refers to. (Inherited from PoolObjectEventArgs(<i>T</i>) .) |

See Also

[PoolObjectReleasedEventArgs\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolObjectReleasedEventArgs(*T*).Destroying Property

Gets or sets a value indicating whether the released object is about to be destroyed.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool Destroying { get; set; }
```

Property Value

Type: [Boolean](#)

See Also

[PoolObjectReleasedEventArgs\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolObjectReleasedEventArgs(*T*).PoolObjectReleasedEventArgs(*T*)

Methods

The [PoolObjectReleasedEventArgs\(*T*\)](#) generic type exposes the following members.

Methods

| | Name | Description |
|--|---------------------------------|---|
| | AcquireInternal | When implemented in a derived class, performs actions when the object is acquired from an object pool. (Inherited from PoolObjectEventArgs(<i>T</i>) .) |
| | Equals | (Inherited from Object .) |
| | Finalize | (Inherited from Object .) |
| | GetHashCode | (Inherited from Object .) |
| | GetType | (Inherited from Object .) |
| | MemberwiseClone | (Inherited from Object .) |
| | ReleaseInternal | Performs actions when the object is released back to an object pool. (Overrides PoolObjectEventArgs(<i>T</i>).ReleaseInternal() .) |
| | ToString | (Inherited from Object .) |

See Also

[PoolObjectReleasedEventArgs\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolObjectReleasedEventArgs(*T*).ReleaseInternal Method

Performs actions when the object is released back to an object pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override void ReleaseInternal()
```

See Also

[PoolObjectReleasedEventArgs\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolStatistics Class

Contains general operational statistics about an object pool.

Inheritance Hierarchy

[System.Object](#)

Umbrace.Unity.PurePool.PoolStatistics

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[SerializableAttribute]  
public class PoolStatistics
```

The **PoolStatistics** type exposes the following members.

Properties

| | Name | Description |
|--|--|--|
| | AcquireCount | Gets the number of times that objects have been acquired from the pool, without instantiation. |
| | DestructionCount | Gets the number of objects that have been destroyed by the pool when the pool was full. |
| | HighestAliveCount | Gets the highest count of objects owned by the pool at any one time. |
| | InitialisedTime | Gets the time at which the pool was initialised. |
| | InstantiationCount | Gets the number of objects that have been instantiated by the pool when the pool was empty. |
| | LastAcquireTime | Gets the time at which an object was last acquired from the pool. |
| | LastDestroyTime | Gets the time at which an object was last destroyed by the pool. |
| | LastInstantiateTime | Gets the time at which an object was last instantiated by the pool. |
| | LastReleaseTime | Gets the time at which an object was last released to the pool. |
| | ObjectsAliveInsideAndOutsidePool | Gets the number of objects currently owned by the pool, including both those in the pool and those acquired from, but not yet returned to, the pool. |
| | ObjectsAliveOutsidePool | Gets the number of objects currently owned by the pool that have been acquired from, but not yet returned to, the pool. |
| | RecommendedPoolSize | Gets the recommended size that the pool should have been at initialisation time, to avoid instantiations. |

| | | |
|---|------------------------------|--|
|  | ReleaseCount | Gets the number of times that objects have been released to the pool, without destruction. |
|---|------------------------------|--|

Methods

| | Name | Description |
|---|---------------------------------|---|
|  | Equals | (Inherited from Object .) |
|  | Finalize | (Inherited from Object .) |
|  | GetHashCode | (Inherited from Object .) |
|  | GetType | (Inherited from Object .) |
|  | MemberwiseClone | (Inherited from Object .) |
|  | ToString | (Inherited from Object .) |

See Also

[Umbrace.Unity.PurePool Namespace](#)

PoolStatistics.PoolStatistics Properties

The [PoolStatistics](#) type exposes the following members.

Properties

| | Name | Description |
|---|--|--|
|  | AcquireCount | Gets the number of times that objects have been acquired from the pool, without instantiation. |
|  | DestructionCount | Gets the number of objects that have been destroyed by the pool when the pool was full. |
|  | HighestAliveCount | Gets the highest count of objects owned by the pool at any one time. |
|  | InitialisedTime | Gets the time at which the pool was initialised. |
|  | InstantiationCount | Gets the number of objects that have been instantiated by the pool when the pool was empty. |
|  | LastAcquireTime | Gets the time at which an object was last acquired from the pool. |
|  | LastDestroyTime | Gets the time at which an object was last destroyed by the pool. |
|  | LastInstantiateTime | Gets the time at which an object was last instantiated by the pool. |
|  | LastReleaseTime | Gets the time at which an object was last released to the pool. |
|  | ObjectsAliveInsideAndOutsidePool | Gets the number of objects currently owned by the pool, including both those in the pool and those acquired from, but not yet returned to, the pool. |
|  | ObjectsAliveOutsidePool | Gets the number of objects currently owned by the pool that have been acquired from, but not yet returned to, the pool. |
|  | RecommendedPoolSize | Gets the recommended size that the pool should have been at initialisation time, to avoid instantiations. |
|  | ReleaseCount | Gets the number of times that objects have been released to the pool, without destruction. |

See Also

[PoolStatistics Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolStatistics.AcquireCount Property

Gets the number of times that objects have been acquired from the pool, without instantiation.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public int AcquireCount { get; }
```

Property Value

Type: [Int32](#)

See Also

[PoolStatistics Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolStatistics.DestructionCount Property

Gets the number of objects that have been destroyed by the pool when the pool was full.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public int DestructionCount { get; }
```

Property Value

Type: [Int32](#)

See Also

[PoolStatistics Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolStatistics.HighestAliveCount Property

Gets the highest count of objects owned by the pool at any one time.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public int HighestAliveCount { get; }
```

Property Value

Type: [Int32](#)

Remarks

This value represents the size that the pool would have had to have been upon initialisation, to avoid instantiations being made at runtime.

See Also

[PoolStatistics Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolStatistics.InitialisedTime Property

Gets the time at which the pool was initialised.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public Nullable<TimeInstant> InitialisedTime { get; }
```

Property Value

Type: [Nullable\(TimeInstant\)](#)

See Also

[PoolStatistics Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolStatistics.InstantiationCount Property

Gets the number of objects that have been instantiated by the pool when the pool was empty.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public int InstantiationCount { get; }
```

Property Value

Type: [Int32](#)

See Also

[PoolStatistics Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolStatistics.LastAcquireTime Property

Gets the time at which an object was last acquired from the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public Nullable<TimeInstant> LastAcquireTime { get; }
```

Property Value

Type: [Nullable\(TimeInstant\)](#)

See Also

[PoolStatistics Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolStatistics.LastDestroyTime Property

Gets the time at which an object was last destroyed by the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public Nullable<TimeInstant> LastDestroyTime { get; }
```

Property Value

Type: [Nullable\(TimeInstant\)](#)

See Also

[PoolStatistics Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolStatistics.LastInstantiateTime Property

Gets the time at which an object was last instantiated by the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public Nullable<TimeInstant> LastInstantiateTime { get; }
```

Property Value

Type: [Nullable\(TimeInstant\)](#)

See Also

[PoolStatistics Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolStatistics.LastReleaseTime Property

Gets the time at which an object was last released to the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public Nullable<TimeInstant> LastReleaseTime { get; }
```

Property Value

Type: [Nullable\(TimeInstant\)](#)

See Also

[PoolStatistics Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolStatistics.ObjectsAliveInsideAndOutsidePool Property

Gets the number of objects currently owned by the pool, including both those in the pool and those acquired from, but not yet returned to, the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public int ObjectsAliveInsideAndOutsidePool { get; }
```

Property Value

Type: [Int32](#)

See Also

[PoolStatistics Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolStatistics.ObjectsAliveOutsidePool Property

Gets the number of objects currently owned by the pool that have been acquired from, but not yet returned to, the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public int ObjectsAliveOutsidePool { get; }
```

Property Value

Type: [Int32](#)

See Also

[PoolStatistics Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolStatistics.RecommendedPoolSize Property

Gets the recommended size that the pool should have been at initialisation time, to avoid instantiations.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public int RecommendedPoolSize { get; }
```

Property Value

Type: [Int32](#)

See Also

[PoolStatistics Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolStatistics.ReleaseCount Property

Gets the number of times that objects have been released to the pool, without destruction.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public int ReleaseCount { get; }
```

Property Value

Type: [Int32](#)

See Also

[PoolStatistics Class](#)

[Umbrace.Unity.PurePool Namespace](#)

PoolStatistics.PoolStatistics Methods

The [PoolStatistics](#) type exposes the following members.

Methods

| | Name | Description |
|--|---------------------------------|---|
| | Equals | (Inherited from Object .) |
| | Finalize | (Inherited from Object .) |
| | GetHashCode | (Inherited from Object .) |
| | GetType | (Inherited from Object .) |
| | MemberwiseClone | (Inherited from Object .) |
| | ToString | (Inherited from Object .) |

See Also

[PoolStatistics Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableComponentPool Class

A serialisable object pool for a **Component**, where the component type is not known at compile time.

Inheritance Hierarchy

[System.Object](#)

[Umbrace.Unity.PurePool.SerialisableObjectPool\(Component\)](#)

[Umbrace.Unity.PurePool.SerialisableGenericComponentPool\(Component\)](#)

Umbrace.Unity.PurePool.SerialisableComponentPool

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[SerializableAttribute]  
public class SerialisableComponentPool :  
    SerialisableGenericComponentPool<Component>
```

The **SerialisableComponentPool** type exposes the following members.

Constructors

| | Name | Description |
|---|---|---|
|  | SerialisableComponentPool | Initialises a new instance of the SerialisableComponentPool class. |

Properties

| | Name | Description |
|---|--|---|
|  | AdditionalComponentTypes | Gets a list of additional component types, that should be added to the same GameObject as the main component type. (Inherited from SerialisableGenericComponentPool(T) .) |
|  | CanAcquire | Gets a value indicating whether an instance can be acquired from the pool. An instance can be acquired when the pool contains at least one instance, or when InstantiateWhenEmpty is true (True in Visual Basic). (Inherited from SerialisableObjectPool(T) .) |
|  | ContentType | Gets the type of the component being pooled. (Overrides SerialisableGenericComponentPool(T).ContentType .) |
|  | Count | Gets the number of objects currently contained by the pool. (Inherited from SerialisableObjectPool(T) .) |
|  | InitialSize | Gets or sets the initial size of the pool. Cannot be set once the pool has been initialised. (Inherited from SerialisableObjectPool(T) .) |

| | | |
|--|--|--|
| | InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. (Inherited from SerialisableObjectPool(T) .) |
| | IsEmpty | Gets a value indicating whether the pool is empty and contains no objects. (Inherited from SerialisableObjectPool(T) .) |
| | IsFull | Gets a value indicating whether the pool is full, and cannot contain any more objects. (Inherited from SerialisableObjectPool(T) .) |
| | IsInitialised | Gets a value indicating whether the pool has been initialised. (Inherited from SerialisableObjectPool(T) .) |
| | Items | Gets a list of items currently contained by the pool. (Inherited from SerialisableObjectPool(T) .) |
| | LogMessages | Gets or sets the level of log messaging that the pool will output. (Inherited from SerialisableObjectPool(T) .) |
| | MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. (Inherited from SerialisableObjectPool(T) .) |
| | NotificationMode | Gets or sets the way in which pooled objects are notified about being acquired from, and returned to, the pool. Cannot be set once the pool has been initialised. (Inherited from SerialisableGenericComponentPool(T) .) |
| | Parent | Gets or sets the parent transform to which all pooled objects will be parented in the hierarchy, if ReparentPooledObjects is true (<code>True</code> in Visual Basic). (Inherited from SerialisableGenericComponentPool(T) .) |
| | RecordStatistics | Gets or sets a value indicating whether to record pool statistics. (Inherited from SerialisableObjectPool(T) .) |
| | RefillPoolOnReinitialise | Gets a value indicating whether to refill the pool with new components after the pool is reinitialised, as happens from deserialisation. (Inherited from SerialisableGenericComponentPool(T) .) |
| | ReparentPooledObjects | Gets or sets a value indicating whether to re-parent the pooled objects to the Parent transform, after the objects are returned to the pool. (Inherited from SerialisableGenericComponentPool(T) .) |
| | Statistics | Gets an object containing general operational statistics about the pool. (Inherited from SerialisableObjectPool(T) .) |
| | WarnOnDestroy | Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use). (Inherited from SerialisableGenericComponentPool(T) .) |

Methods

| | Name | Description |
|--|------------------------------|--|
| | Acquire(T)() | Acquires an instance of the component. |

| | |
|--|---|
|  Acquire(T)(Transform) | Acquires an instance of the component, and sets the parent transform of its GameObject . |
|  Acquire(T)(Vector3, Quaternion) | Acquires an instance of the component, and sets the position and rotation of its GameObject . |
|  Acquire(T)(Transform, Vector3, Quaternion) | Acquires an instance of the component, and sets the parent transform, position and rotation of its GameObject . |
|  CheckType(T) | A conditionally-compiled helper method that checks if the type <i>T</i> is assignable from ComponentType . |
|  Clear | Clears the pool, emptying it of all pooled objects. (Inherited from SerialisableObjectPool(T) .) |
|  Contains | Determines whether an instance is in the pool. (Inherited from SerialisableObjectPool(T) .) |
|  Equals | (Inherited from Object .) |
|  Fill | Fills the pool, populating it with pooled objects until it reaches the maximum pool size. (Inherited from SerialisableObjectPool(T) .) |
|  Finalize | (Inherited from Object .) |
|  GetHashCode | (Inherited from Object .) |
|  GetItems | Gets a list of items currently contained by the pool, and stores them in the specified List(T) . (Inherited from SerialisableObjectPool(T) .) |
|  GetObjectFactory | Gets a function used to create new instances of the pooled type. By default, this method uses the public parameterless constructor of type <i>T</i> . This method should be overridden in a subclass if different behaviour is required. (Inherited from SerialisableGenericComponentPool(T) .) |
|  GetType | (Inherited from Object .) |
|  Initialise() | Initialises the pool, populating it with objects and making it ready for use. (Inherited from SerialisableObjectPool(T) .) |
|  Initialise(Boolean) | Initialises the pool, making it ready for use, and optionally populating it with objects. (Inherited from SerialisableObjectPool(T) .) |
|  MemberwiseClone | (Inherited from Object .) |
|  OnAfterDeserialize | Performs actions after the object has been deserialised. (Inherited from SerialisableGenericComponentPool(T) .) |
|  OnBeforeSerialize | Performs actions prior to the object being serialised. (Inherited from SerialisableGenericComponentPool(T) .) |
|  OnCanAcquireChanged | Raises the CanAcquireChanged event. (Inherited from SerialisableObjectPool(T) .) |
|  OnCountChanged | Raises the CountChanged event. (Inherited from SerialisableObjectPool(T) .) |
|  OnInitialised | Raises the Initialised event. (Inherited from SerialisableObjectPool(T) .) |

| | |
|--|---|
|  OnObjectAcquired | Raises the ObjectAcquired event. (Inherited from SerializableGenericComponentPool(T) .) |
|  OnObjectDestroyed | Raises the ObjectDestroyed event. (Inherited from SerializableGenericComponentPool(T) .) |
|  OnObjectInstantiated | Raises the ObjectInstantiated event. (Inherited from SerializableObjectPool(T) .) |
|  OnObjectReleased | Raises the ObjectReleased event. (Inherited from SerializableGenericComponentPool(T) .) |
|  Release | Releases an object back to the pool. (Inherited from SerializableObjectPool(T) .) |
|  ReleaseInternal | Releases an object back to the pool. (Inherited from SerializableGenericComponentPool(T) .) |
|  Remove | Removes the specified instance from the pool. (Inherited from SerializableObjectPool(T) .) |
|  SetSize | Sets the number of objects contained by the pool, either destroying excess pooled objects, or instantiating new ones. (Inherited from SerializableObjectPool(T) .) |
|  ToString | (Inherited from Object .) |
|  TryAcquire(T) | Acquires an object from the pool. (Inherited from SerializableObjectPool(T) .) |
|  TryAcquire(Transform, T) | Acquires an instance of the component, and sets the parent transform of its GameObject . (Inherited from SerializableGenericComponentPool(T) .) |
|  TryAcquire(Vector3, Quaternion, T) | Acquires an instance of the component, and sets the position and rotation of its GameObject . (Inherited from SerializableGenericComponentPool(T) .) |
|  TryAcquire(Transform, Vector3, Quaternion, T) | Acquires an instance of the component, and sets the parent transform, position and rotation of its GameObject . (Inherited from SerializableGenericComponentPool(T) .) |
|  TryAcquire(T)(T) | Acquires an instance of the component. |
|  TryAcquire(T)(Transform, T) | Acquires an instance of the component, and sets the parent transform of its GameObject . |
|  TryAcquire(T)(Vector3, Quaternion, T) | Acquires an instance of the component, and sets the position and rotation of its GameObject . |
|  TryAcquire(T)(Transform, Vector3, Quaternion, T) | Acquires an instance of the component, and sets the parent transform, position and rotation of its GameObject . |

Events

| | Name | Description |
|---|------------------------------------|---|
| ⚡ | CanAcquireChanged | Occurs when the value of CanAcquire changes. (Inherited from SerialisableObjectPool(T) .) |
| ⚡ | CountChanged | Occurs when Count changes. (Inherited from SerialisableObjectPool(T) .) |
| ⚡ | Initialised | Occurs when the pool is initialised. (Inherited from SerialisableObjectPool(T) .) |
| ⚡ | ObjectAcquired | Occurs when an object is acquired from the pool. (Inherited from SerialisableObjectPool(T) .) |
| ⚡ | ObjectDestroyed | Occurs when an object is destroyed. (Inherited from SerialisableObjectPool(T) .) |
| ⚡ | ObjectInstantiated | Occurs when a new object is instantiated. (Inherited from SerialisableObjectPool(T) .) |
| ⚡ | ObjectReleased | Occurs when an object is released back to the pool. (Inherited from SerialisableObjectPool(T) .) |

Remarks

By virtue of being serialisable, **SerialisableComponentPool** can survive an assembly reload caused by live recompilation inside of the Unity editor.

SerialisableComponentPool achieves this by serialising the instances of the component that were contained in the pool, and then re-adding them to the pool after deserialisation.

To use the **SerialisableComponentPool**, initialise a new instance using the constructor, and then set the properties to appropriate values. Once all properties have been set, invoke the [Initialise\(\)](#) method. A pool cannot be used without being initialised in this way.

Examples

C#

```
// Create the pool.
var pool = new SerialisableComponentPool(typeof(AudioSource),
parentContainer) {
    InitialSize = 50,
    MaximumSize = 200,
    InstantiateWhenEmpty = true,
    NotificationMode = NotificationMode.Interface,
    LogMessages = LogLevel.Warning
};

// Initialise the pool. It will contain 50 objects.
pool.Initialise();

// Acquire one of the 50 components from the pool. The Acquire method can be used safely if InstantiateWhenEmpty is true, or if a check is made to CanAcquire beforehand.


```

Pure Pool - Object Pooling by Umbrace

```
 AudioSource secondInstance;
if (pool.TryAcquire(out secondInstance)) {
    // Release the component back to the pool. It now contains 49 objects
    again.
    pool.Release(secondInstance);
}

// Release the component back to the pool. It now contains 50 objects.
pool.Release(instance);
```

See Also

[Umbrace.Unity.PurePool Namespace](#)

[Umbrace.Unity.PurePool.SerialisableGenericComponentPool\(T\)](#)

[Umbrace.Unity.PurePool.SerialisableObjectPool\(T\)](#)

SerialisableComponentPool Constructor

Initialises a new instance of the [SerialisableComponentPool](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public SerialisableComponentPool(  
    Type componentType,  
    Transform parent,  
    params Type[] additionalComponents  
)
```

Parameters

componentType

Type: [System.Type](#)

The type of the component to pool.

parent

Type: [UnityEngine.Transform](#)

The parent transform to which all pooled **GameObject** objects will be parented in the hierarchy.

additionalComponents

Type: [System.Type\[\]](#)

An optional list of additional component types, that should be added to the same GameObject as the main component type.

See Also

[SerialisableComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableComponentPool.SerialisableComponentPool Properties

The [SerialisableComponentPool](#) type exposes the following members.

Properties

| | Name | Description |
|---|--|---|
|  | AdditionalComponentTypes | Gets a list of additional component types, that should be added to the same GameObject as the main component type. (Inherited from SerialisableGenericComponentPool(T) .) |
|  | CanAcquire | Gets a value indicating whether an instance can be acquired from the pool. An instance can be acquired when the pool contains at least one instance, or when InstantiateWhenEmpty is <code>true</code> (<code>True</code> in Visual Basic). (Inherited from SerialisableObjectPool(T) .) |
|  | ComponentType | Gets the type of the component being pooled. (Overrides SerialisableGenericComponentPool(T).ComponentType .) |
|  | Count | Gets the number of objects currently contained by the pool. (Inherited from SerialisableObjectPool(T) .) |
|  | InitialSize | Gets or sets the initial size of the pool. Cannot be set once the pool has been initialised. (Inherited from SerialisableObjectPool(T) .) |
|  | InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. (Inherited from SerialisableObjectPool(T) .) |
|  | IsEmpty | Gets a value indicating whether the pool is empty and contains no objects. (Inherited from SerialisableObjectPool(T) .) |
|  | IsFull | Gets a value indicating whether the pool is full, and cannot contain any more objects. (Inherited from SerialisableObjectPool(T) .) |
|  | IsInitialised | Gets a value indicating whether the pool has been initialised. (Inherited from SerialisableObjectPool(T) .) |
|  | Items | Gets a list of items currently contained by the pool. (Inherited from SerialisableObjectPool(T) .) |
|  | LogMessages | Gets or sets the level of log messaging that the pool will output. (Inherited from SerialisableObjectPool(T) .) |
|  | MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. (Inherited from SerialisableObjectPool(T) .) |
|  | NotificationMode | Gets or sets the way in which pooled objects are notified about being acquired from, and returned to, the pool. Cannot be set once the pool has been initialised. (Inherited from SerialisableGenericComponentPool(T) .) |

| | | |
|---|--|--|
|  | Parent | Gets or sets the parent transform to which all pooled objects will be parented in the hierarchy, if ReparentPooledObjects is true (True in Visual Basic). (Inherited from SerialisableGenericComponentPool(T) .) |
|  | RecordStatistics | Gets or sets a value indicating whether to record pool statistics. (Inherited from SerialisableObjectPool(T) .) |
|  | RefillPoolOnReinitialise | Gets a value indicating whether to refill the pool with new components after the pool is reinitialised, as happens from deserialisation. (Inherited from SerialisableGenericComponentPool(T) .) |
|  | ReparentPooledObjects | Gets or sets a value indicating whether to re-parent the pooled objects to the Parent transform, after the objects are returned to the pool. (Inherited from SerialisableGenericComponentPool(T) .) |
|  | Statistics | Gets an object containing general operational statistics about the pool. (Inherited from SerialisableObjectPool(T) .) |
|  | WarnOnDestroy | Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use). (Inherited from SerialisableGenericComponentPool(T) .) |

See Also

[SerialisableComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableComponentPool.GetComponentType Property

Gets the type of the component being pooled.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override Type GetComponentType { get; }
```

Property Value

Type: [Type](#)

See Also

[SerialisableComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableComponentPool.SerialisableComponentPool Methods

The [SerialisableComponentPool](#) type exposes the following members.

Methods

| | Name | Description |
|---|--|---|
| 💡 | Acquire(T)() | Acquires an instance of the component. |
| 💡 | Acquire(T)(Transform) | Acquires an instance of the component, and sets the parent transform of its GameObject . |
| 💡 | Acquire(T)(Vector3, Quaternion) | Acquires an instance of the component, and sets the position and rotation of its GameObject . |
| 💡 | Acquire(T)(Transform, Vector3, Quaternion) | Acquires an instance of the component, and sets the parent transform, position and rotation of its GameObject . |
| 💡 | CheckType(T) | A conditionally-compiled helper method that checks if the type <i>T</i> is assignable from ComponentType . |
| 💡 | Clear | Clears the pool, emptying it of all pooled objects. (Inherited from SerialisableObjectPool(T) .) |
| 💡 | Contains | Determines whether an instance is in the pool. (Inherited from SerialisableObjectPool(T) .) |
| 💡 | Equals | (Inherited from Object .) |
| 💡 | Fill | Fills the pool, populating it with pooled objects until it reaches the maximum pool size. (Inherited from SerialisableObjectPool(T) .) |
| 💡 | Finalize | (Inherited from Object .) |
| 💡 | GetHashCode | (Inherited from Object .) |
| 💡 | GetItems | Gets a list of items currently contained by the pool, and stores them in the specified List(T) . (Inherited from SerialisableObjectPool(T) .) |
| 💡 | GetObjectFactory | Gets a function used to create new instances of the pooled type. By default, this method uses the public parameterless constructor of type <i>T</i> . This method should be overridden in a subclass if different behaviour is required. (Inherited from SerialisableGenericComponentPool(T) .) |
| 💡 | GetType | (Inherited from Object .) |
| 💡 | Initialise() | Initialises the pool, populating it with objects and making it ready for use. (Inherited from SerialisableObjectPool(T) .) |
| 💡 | Initialise(Boolean) | Initialises the pool, making it ready for use, and optionally populating it with objects. (Inherited from SerialisableObjectPool(T) .) |
| 💡 | MemberwiseClone | (Inherited from Object .) |
| 💡 | OnAfterDeserialize | Performs actions after the object has been deserialised. (Inherited from SerialisableGenericComponentPool(T) .) |
| 💡 | OnBeforeSerialize | Performs actions prior to the object being serialised. (Inherited from SerialisableGenericComponentPool(T) .) |

| | |
|---|---|
|  OnCanAcquireChanged | Raises the CanAcquireChanged event. (Inherited from SerialisableObjectPool(T) .) |
|  OnCountChanged | Raises the CountChanged event. (Inherited from SerialisableObjectPool(T) .) |
|  OnInitialised | Raises the Initialised event. (Inherited from SerialisableObjectPool(T) .) |
|  OnObjectAcquired | Raises the ObjectAcquired event. (Inherited from SerialisableGenericComponentPool(T) .) |
|  OnObjectDestroyed | Raises the ObjectDestroyed event. (Inherited from SerialisableGenericComponentPool(T) .) |
|  OnObjectInstantiated | Raises the ObjectInstantiated event. (Inherited from SerialisableObjectPool(T) .) |
|  OnObjectReleased | Raises the ObjectReleased event. (Inherited from SerialisableGenericComponentPool(T) .) |
|  Release | Releases an object back to the pool. (Inherited from SerialisableObjectPool(T) .) |
|  ReleaseInternal | Releases an object back to the pool. (Inherited from SerialisableGenericComponentPool(T) .) |
|  Remove | Removes the specified instance from the pool. (Inherited from SerialisableObjectPool(T) .) |
|  SetSize | Sets the number of objects contained by the pool, either destroying excess pooled objects, or instantiating new ones. (Inherited from SerialisableObjectPool(T) .) |
|  ToString | (Inherited from Object .) |
|  TryAcquire(T) | Acquires an object from the pool. (Inherited from SerialisableObjectPool(T) .) |
|  TryAcquire(Transform, T) | Acquires an instance of the component, and sets the parent transform of its GameObject . (Inherited from SerialisableGenericComponentPool(T) .) |
|  TryAcquire(Vector3, Quaternion, T) | Acquires an instance of the component, and sets the position and rotation of its GameObject . (Inherited from SerialisableGenericComponentPool(T) .) |
|  TryAcquire(Transform, Vector3, Quaternion, T) | Acquires an instance of the component, and sets the parent transform, position and rotation of its GameObject . (Inherited from SerialisableGenericComponentPool(T) .) |
|  TryAcquire(T)(T) | Acquires an instance of the component. |
|  TryAcquire(T)(Transform, T) | Acquires an instance of the component, and sets the parent transform of its GameObject . |
|  TryAcquire(T)(Vector3, Quaternion, T) | Acquires an instance of the component, and sets the position and rotation of its GameObject . |

| | |
|--|--|
|  TryAcquire(T)(Transform, Vector3, Quaternion, T) | Acquires an instance of the component, and sets the parent transform, position and rotation of its GameObject . |
|--|--|

See Also

[SerializableComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableComponentPool.Acquire Method

Overload List

| Name | Description |
|--|--|
|  Acquire(T)() | Acquires an instance of the component. |
|  Acquire(T)(Transform) | Acquires an instance of the component, and sets the parent transform of its GameObject . |
|  Acquire(T)(Vector3, Quaternion) | Acquires an instance of the component, and sets the position and rotation of its GameObject . |
|  Acquire(T)(Transform, Vector3, Quaternion) | Acquires an instance of the component, and sets the parent transform, position and rotation of its GameObject . |

See Also

[SerialisableComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableComponentPool.Acquire(*T*) Method

Acquires an instance of the component.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public T Acquire<T>()  
where T : Component
```

Type Parameters

T

The type of component being acquired.

Return Value

Type: ***T***

An instance of the component from the pool.

See Also

[SerialisableComponentPool Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableObjectPool\(*T*\).CanAcquire](#)

[SerialisableComponentPool.TryAcquire\(*T*\)\(*T*\)](#)

[SerialisableObjectPool\(*T*\).Release\(*T*\)](#)

SerializableComponentPool.Acquire(*T*) Method (Transform)

Acquires an instance of the component, and sets the parent transform of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public T Acquire<T>(
    Transform parent
)
where T : Component
```

Parameters

parent

Type: [UnityEngine.Transform](#)

The transform to which the component's **GameObject** should be parented.

Type Parameters

T

The type of component being acquired.

Return Value

Type: **T**

An instance of the component from the pool.

See Also

[SerializableComponentPool Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerializableObjectPool\(T\).CanAcquire](#)

[SerializableComponentPool.TryAcquire\(T\)\(Transform, T\)](#)

[SerializableObjectPool\(T\).Release\(T\)](#)

SerializableComponentPool.Acquire(*T*) Method (Vector3, Quaternion)

Acquires an instance of the component, and sets the position and rotation of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public T Acquire<T>(  
    Vector3 position,  
    Quaternion rotation  
)  
where T : Component
```

Parameters

position

Type: [UnityEngine.Vector3](#)

The position to set the component's transform to.

rotation

Type: [UnityEngine.Quaternion](#)

The rotation to set the components's transform to.

Type Parameters

T

The type of component being acquired.

Return Value

Type: **T**

An instance of the component from the pool.

See Also

[SerializableComponentPool Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerializableObjectPool\(T\).CanAcquire](#)

[SerializableComponentPool.TryAcquire\(T\)\(Vector3, Quaternion, T\)](#)

[SerializableObjectPool\(T\).Release\(T\)](#)

SerialisableComponentPool.Acquire(*T*) Method (Transform, Vector3, Quaternion)

Acquires an instance of the component, and sets the parent transform, position and rotation of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public T Acquire<T>(
    Transform parent,
    Vector3 position,
    Quaternion rotation
)
where T : Component
```

Parameters

parent

Type: `UnityEngine.Transform`

The transform to which the component's **GameObject** should be parented.

position

Type: `UnityEngine.Vector3`

The position to set the component's transform to.

rotation

Type: `UnityEngine.Quaternion`

The rotation to set the component's transform to.

Type Parameters

T

The type of component being acquired.

Return Value

Type: **T**

An instance of the component from the pool.

See Also

[SerialisableComponentPool Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableObjectPool\(*T*\).CanAcquire](#)

[SerialisableComponentPool.TryAcquire\(*T*\)\(Transform, Vector3, Quaternion, *T*\)](#)

[SerialisableObjectPool\(*T*\).Release\(*T*\)](#)

SerialisableComponentPool.CheckType(*T*) Method

A conditionally-compiled helper method that checks if the type *T* is assignable from [ComponentType](#).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ConditionalAttribute("UNITY_EDITOR")]
protected void CheckType<T>(
    string memberName = null
)
```

Parameters

memberName (Optional)

Type: [System.String](#)

The name of the member that is calling this method.

Type Parameters

T

The type to check.

See Also

[SerialisableComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableComponentPool.TryAcquire Method

Overload List

| Name | Description |
|--|---|
|  TryAcquire(T)(T) | Acquires an instance of the component. |
|  TryAcquire(T) | Acquires an object from the pool. (Inherited from SerialisableObjectPool(T) .) |
|  TryAcquire(T)(Transform, T) | Acquires an instance of the component, and sets the parent transform of its GameObject . |
|  TryAcquire(Transform, T) | Acquires an instance of the component, and sets the parent transform of its GameObject . (Inherited from SerialisableGenericComponentPool(T) .) |
|  TryAcquire(T)(Vector3, Quaternion, T) | Acquires an instance of the component, and sets the position and rotation of its GameObject . |
|  TryAcquire(Vector3, Quaternion, T) | Acquires an instance of the component, and sets the position and rotation of its GameObject . (Inherited from SerialisableGenericComponentPool(T) .) |
|  TryAcquire(T)(Transform, Vector3, Quaternion, T) | Acquires an instance of the component, and sets the parent transform, position and rotation of its GameObject . |
|  TryAcquire(Transform, Vector3, Quaternion, T) | Acquires an instance of the component, and sets the parent transform, position and rotation of its GameObject . (Inherited from SerialisableGenericComponentPool(T) .) |

See Also

[SerialisableComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableComponentPool.TryAcquire(*T*) Method (*T*)

Acquires an instance of the component.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire<T>(
    out T instance
)
where T : Component
```

Parameters

instance

Type: **T**

When this method returns, contains the instance of the component, if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Type Parameters

T

The type of component being acquired.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of the component was acquired from the pool; otherwise, `false` (`False` in Visual Basic).

See Also

[SerialisableComponentPool Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableComponentPool.Acquire\(T\)\(\)](#)

[SerialisableObjectPool\(T\).Release\(T\)](#)

SerialisableComponentPool.TryAcquire(*T*) Method (Transform, *T*)

Acquires an instance of the component, and sets the parent transform of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire<T>(
    Transform parent,
    out T instance
)
where T : Component
```

Parameters

parent

Type: `UnityEngine.Transform`

The transform to which the component's **GameObject** should be parented.

instance

Type: **T**

When this method returns, contains the instance of the component, if one could be acquired; otherwise, a null reference (`Nothing` in Visual Basic). This parameter is passed uninitialised.

Type Parameters

T

The type of component being acquired.

Return Value

Type: [`Boolean`](#)

`true` (`True` in Visual Basic) if an instance of the component was acquired from the pool; otherwise, `false` (`False` in Visual Basic).

See Also

[SerialisableComponentPool Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableComponentPool.Acquire\(*T*\)\(*Transform*\)](#)

[SerialisableObjectPool\(*T*\).Release\(*T*\)](#)

SerializableComponentPool.TryAcquire(*T*) Method (Vector3, Quaternion, *T*)

Acquires an instance of the component, and sets the position and rotation of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire<T>(  
    Vector3 position,  
    Quaternion rotation,  
    out T instance  
)  
where T : Component
```

Parameters

position

Type: UnityEngine.Vector3

The position to set the component's transform to.

rotation

Type: UnityEngine.Quaternion

The rotation to set the component's transform to.

instance

Type: **T**

When this method returns, contains the instance of the component, if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Type Parameters

T

The type of component being acquired.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of the component was acquired from the pool; otherwise, `false` (`False` in Visual Basic).

See Also

[SerializableComponentPool Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerializableComponentPool.Acquire\(*T*\)\(Vector3, Quaternion\)](#)

[SerializableObjectPool\(*T*\).Release\(*T*\)](#)

SerialisableComponentPool.TryAcquire(*T*) Method (Transform, Vector3, Quaternion, *T*)

Acquires an instance of the component, and sets the parent transform, position and rotation of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire<T>(  
    Transform parent,  
    Vector3 position,  
    Quaternion rotation,  
    out T instance  
)  
where T : Component
```

Parameters

parent

Type: UnityEngine.Transform

The transform to which the component's **GameObject** should be parented.

position

Type: UnityEngine.Vector3

The position to set the component's transform to.

rotation

Type: UnityEngine.Quaternion

The rotation to set the component's transform to.

instance

Type: **T**

When this method returns, contains the instance of the component, if one could be acquired; otherwise, a null reference (`Nothing` in Visual Basic). This parameter is passed uninitialised.

Type Parameters

T

The type of component being acquired.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of the component was acquired from the pool; otherwise, `false` (`False` in Visual Basic).

See Also

[SerialisableComponentPool Class](#)

Pure Pool - Object Pooling by Umbrace

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerializableComponentPool.Acquire\(T\)\(Transform, Vector3, Quaternion\)](#)

[SerializableObjectPool\(T\).Release\(T\)](#)

SerialisableComponentPool.SerialisableComponentPool Events

The [SerialisableComponentPool](#) type exposes the following members.

Events

| Name | Description |
|--|---|
|  CanAcquireChanged | Occurs when the value of CanAcquire changes. (Inherited from SerialisableObjectPool(T) .) |
|  CountChanged | Occurs when Count changes. (Inherited from SerialisableObjectPool(T) .) |
|  Initialised | Occurs when the pool is initialised. (Inherited from SerialisableObjectPool(T) .) |
|  ObjectAcquired | Occurs when an object is acquired from the pool. (Inherited from SerialisableObjectPool(T) .) |
|  ObjectDestroyed | Occurs when an object is destroyed. (Inherited from SerialisableObjectPool(T) .) |
|  ObjectInstantiated | Occurs when a new object is instantiated. (Inherited from SerialisableObjectPool(T) .) |
|  ObjectReleased | Occurs when an object is released back to the pool. (Inherited from SerialisableObjectPool(T) .) |

See Also

[SerialisableComponentPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGameObjectPool Class

A serialisable object pool for **GameObject**-type objects.

Inheritance Hierarchy

[System.Object](#)

[Umbrace.Unity.PurePool.SerialisableObjectPool\(GameObject\)](#)

Umbrace.Unity.PurePool.SerialisableGameObjectPool

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[SerializableAttribute]  
public class SerialisableGameObjectPool : SerialisableObjectPool<GameObject>
```

The **SerialisableGameObjectPool** type exposes the following members.

Constructors

| | Name | Description |
|--|--|--|
|  | SerialisableGameObjectPool | Initialises a new instance of the SerialisableGameObjectPool class. |

Properties

| | Name | Description |
|---|--------------------------------------|---|
|  | CanAcquire | Gets a value indicating whether an instance can be acquired from the pool. An instance can be acquired when the pool contains at least one instance, or when InstantiateWhenEmpty is <code>true</code> (<code>True</code> in Visual Basic). (Inherited from SerialisableObjectPool(T) .) |
|  | Count | Gets the number of objects currently contained by the pool. (Inherited from SerialisableObjectPool(T) .) |
|  | InitialSize | Gets or sets the initial size of the pool. Cannot be set once the pool has been initialised. (Inherited from SerialisableObjectPool(T) .) |
|  | InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. (Inherited from SerialisableObjectPool(T) .) |
|  | IsEmpty | Gets a value indicating whether the pool is empty and contains no objects. (Inherited from SerialisableObjectPool(T) .) |
|  | IsFull | Gets a value indicating whether the pool is full, and cannot contain any more objects. (Inherited from SerialisableObjectPool(T) .) |
|  | IsInitialised | Gets a value indicating whether the pool has been initialised. (Inherited from SerialisableObjectPool(T) .) |

| | |
|--|--|
|  Items | Gets a list of items currently contained by the pool. (Inherited from SerialisableObjectPool(T) .) |
|  LogMessages | Gets or sets the level of log messaging that the pool will output. (Inherited from SerialisableObjectPool(T) .) |
|  MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. (Inherited from SerialisableObjectPool(T) .) |
|  NotificationMode | Gets or sets the way in which pooled objects are notified about being acquired from, and returned to, the pool. Cannot be set once the pool has been initialised. |
|  Parent | Gets or sets the parent transform to which all pooled objects will be parented in the hierarchy, if ReparentPooledObjects is <code>true</code> (<code>True</code> in Visual Basic). |
|  RecordStatistics | Gets or sets a value indicating whether to record pool statistics. (Inherited from SerialisableObjectPool(T) .) |
|  RefillPoolOnReinitialise | Gets a value indicating whether to refill the pool with new objects after the pool is reinitialised, as happens from deserialisation. (Overrides SerialisableObjectPool(T).RefillPoolOnReinitialise .) |
|  ReparentPooledObjects | Gets or sets a value indicating whether to re-parent the pooled objects to the Parent transform, after the objects are returned to the pool. |
|  SourceObject | Gets the source object that is being pooled. |
|  Statistics | Gets an object containing general operational statistics about the pool. (Inherited from SerialisableObjectPool(T) .) |
|  WarnOnDestroy | Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use). |

Methods

| | Name | Description |
|---|--|--------------------|
|  Acquire() | Acquires an object from the pool. (Inherited from SerialisableObjectPool(T) .) | |
|  Acquire(Transform) | Acquires an instance of the source object, and sets its parent transform. | |
|  Acquire(Transform, Boolean) | Acquires an instance of the source object, and sets its parent transform. | |
|  Acquire(Vector3, Quaternion) | Acquires an instance of the source object, and sets its position and rotation. | |
|  Acquire(Vector3, Quaternion, Transform) | Acquires an instance of the source object, and sets its parent transform, position and rotation. | |
|  Clear | Clears the pool, emptying it of all pooled objects. (Inherited from SerialisableObjectPool(T) .) | |
|  Contains | Determines whether an instance is in the pool. (Inherited from SerialisableObjectPool(T) .) | |

| | |
|--|---|
|  Equals | (Inherited from Object .) |
|  Fill | Fills the pool, populating it with pooled objects until it reaches the maximum pool size. (Inherited from SerialisableObjectPool(T) .) |
|  Finalize | (Inherited from Object .) |
|  GetHashCode | (Inherited from Object .) |
|  GetItems | Gets a list of items currently contained by the pool, and stores them in the specified List(T) . (Inherited from SerialisableObjectPool(T) .) |
|  GetObjectFactory | Gets a function used to create new instances of the pooled type. By default, this method uses the public parameterless constructor of type <i>T</i> . This method should be overridden in a subclass if different behaviour is required. (Overrides SerialisableObjectPool(T).GetObjectFactory() .) |
|  GetType | (Inherited from Object .) |
|  Initialise() | Initialises the pool, populating it with objects and making it ready for use. (Inherited from SerialisableObjectPool(T) .) |
|  Initialise(Boolean) | Initialises the pool, making it ready for use, and optionally populating it with objects. (Inherited from SerialisableObjectPool(T) .) |
|  MemberwiseClone | (Inherited from Object .) |
|  OnAfterDeserialize | Performs actions after the object has been deserialised. (Overrides SerialisableObjectPool(T).OnAfterDeserialize() .) |
|  OnBeforeSerialize | Performs actions prior to the object being serialised. (Overrides SerialisableObjectPool(T).OnBeforeSerialize() .) |
|  OnCanAcquireChanged | Raises the CanAcquireChanged event. (Inherited from SerialisableObjectPool(T) .) |
|  OnCountChanged | Raises the CountChanged event. (Inherited from SerialisableObjectPool(T) .) |
|  OnInitialised | Raises the Initialised event. (Inherited from SerialisableObjectPool(T) .) |
|  OnObjectAcquired | Raises the ObjectAcquired event. (Overrides SerialisableObjectPool(T).OnObjectAcquired(T, Boolean) .) |
|  OnObjectDestroyed | Raises the ObjectDestroyed event. (Overrides SerialisableObjectPool(T).OnObjectDestroyed(T) .) |
|  OnObjectInstantiated | Raises the ObjectInstantiated event. (Inherited from SerialisableObjectPool(T) .) |
|  OnObjectReleased | Raises the ObjectReleased event. (Overrides SerialisableObjectPool(T).OnObjectReleased(T, Boolean) .) |
|  Release | Releases an object back to the pool. (Inherited from SerialisableObjectPool(T) .) |
|  ReleaseInternal | Releases an object back to the pool. (Overrides SerialisableObjectPool(T).ReleaseInternal(T) .) |

| | |
|--|--|
|  Remove | Removes the specified instance from the pool. (Inherited from SerializableObjectPool(T) .) |
|  SetSize | Sets the number of objects contained by the pool, either destroying excess pooled objects, or instantiating new ones. (Inherited from SerializableObjectPool(T) .) |
|  ToString | (Inherited from Object .) |
|  TryAcquire(T) | Acquires an object from the pool. (Inherited from SerializableObjectPool(T) .) |
|  TryAcquire(Transform, GameObject) | Acquires an instance of the source object, and sets its parent transform. |
|  TryAcquire(Transform, Boolean, GameObject) | Acquires an instance of the source object, and sets its parent transform. |
|  TryAcquire(Vector3, Quaternion, GameObject) | Acquires an instance of the source object, and sets its position and rotation. |
|  TryAcquire(Vector3, Quaternion, Transform, GameObject) | Acquires an instance of the source object, and sets its parent transform, position and rotation. |

Events

| | Name | Description |
|--|---|-------------|
|  CanAcquireChanged | Occurs when the value of CanAcquire changes. (Inherited from SerializableObjectPool(T) .) | |
|  CountChanged | Occurs when Count changes. (Inherited from SerializableObjectPool(T) .) | |
|  Initialised | Occurs when the pool is initialised. (Inherited from SerializableObjectPool(T) .) | |
|  ObjectAcquired | Occurs when an object is acquired from the pool. (Inherited from SerializableObjectPool(T) .) | |
|  ObjectDestroyed | Occurs when an object is destroyed. (Inherited from SerializableObjectPool(T) .) | |
|  ObjectInstantiated | Occurs when a new object is instantiated. (Inherited from SerializableObjectPool(T) .) | |
|  ObjectReleased | Occurs when an object is released back to the pool. (Inherited from SerializableObjectPool(T) .) | |

Remarks

By virtue of being serialisable, **SerializableGameObjectPool** can survive an assembly reload caused by live recompilation inside of the Unity editor.

SerializableGameObjectPool achieves this by serialising the instances of the object that were contained in the pool, and then re-adding them to the pool after deserialisation.

To use the **SerialisableGameObjectPool**, initialise a new instance using the constructor, and then set the properties to appropriate values. Once all properties have been set, invoke the [Initialise\(\)](#) method. A pool cannot be used without being initialised in this way.

Examples

C#

```
// Create the pool.  
var pool = new SerialisableGameObjectPool(prefab, parentContainer) {  
    InitialSize = 50,  
    MaximumSize = 200,  
    InstantiateWhenEmpty = true,  
    NotificationMode = NotificationMode.Interface,  
    LogMessages = LogLevel.Warning  
};  
  
// Initialise the pool. It will contain 50 objects.  
pool.Initialise();  
  
// Acquire one of the 50 objects from the pool. The Acquire method can be  
used safely if InstantiateWhenEmpty is true, or if a check is made to  
CanAcquire beforehand.  
GameObject instance = pool.Acquire();  
  
// Acquire one of the 49 remaining objects from the pool. TryAcquire can be  
used safely even when InstantiateWhenEmpty is false.  
GameObject secondInstance;  
if (pool.TryAcquire(out secondInstance)) {  
    // Release the object back to the pool. It now contains 49 objects again.  
    pool.Release(secondInstance);  
}  
  
// Release the object back to the pool. It now contains 50 objects.  
pool.Release(instance);
```

See Also

- [Umbrace.Unity.PurePool Namespace](#)
- [Umbrace.Unity.PurePool.SerialisableObjectPool\(T\)](#)
- [Umbrace.Unity.PurePool.GameObjectPool](#)

SerialisableGameObjectPool Constructor

Initialises a new instance of the [SerialisableGameObjectPool](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public SerialisableGameObjectPool (
    GameObject sourceObject,
    Transform parent
)
```

Parameters

sourceObject

Type: [UnityEngine.GameObject](#)

The object to be pooled.

parent

Type: [UnityEngine.Transform](#)

The parent transform to which all pooled **GameObject** objects will be parented in the hierarchy.

See Also

[SerialisableGameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGameObjectPool.SerialisableGameObjectPool Properties

The [SerialisableGameObjectPool](#) type exposes the following members.

Properties

| Name | Description |
|--|---|
| CanAcquire | Gets a value indicating whether an instance can be acquired from the pool. An instance can be acquired when the pool contains at least one instance, or when InstantiateWhenEmpty is <code>true</code> (<code>True</code> in Visual Basic). (Inherited from SerialisableObjectPool(T) .) |
| Count | Gets the number of objects currently contained by the pool. (Inherited from SerialisableObjectPool(T) .) |
| InitialSize | Gets or sets the initial size of the pool. Cannot be set once the pool has been initialised. (Inherited from SerialisableObjectPool(T) .) |
| InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. (Inherited from SerialisableObjectPool(T) .) |
| IsEmpty | Gets a value indicating whether the pool is empty and contains no objects. (Inherited from SerialisableObjectPool(T) .) |
| IsFull | Gets a value indicating whether the pool is full, and cannot contain any more objects. (Inherited from SerialisableObjectPool(T) .) |
| IsInitialised | Gets a value indicating whether the pool has been initialised. (Inherited from SerialisableObjectPool(T) .) |
| Items | Gets a list of items currently contained by the pool. (Inherited from SerialisableObjectPool(T) .) |
| LogMessages | Gets or sets the level of log messaging that the pool will output. (Inherited from SerialisableObjectPool(T) .) |
| MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. (Inherited from SerialisableObjectPool(T) .) |
| NotificationMode | Gets or sets the way in which pooled objects are notified about being acquired from, and returned to, the pool. Cannot be set once the pool has been initialised. |
| Parent | Gets or sets the parent transform to which all pooled objects will be parented in the hierarchy, if ReparentPooledObjects is <code>true</code> (<code>True</code> in Visual Basic). |
| RecordStatistics | Gets or sets a value indicating whether to record pool statistics. (Inherited from SerialisableObjectPool(T) .) |
| RefillPoolOnReinitialise | Gets a value indicating whether to refill the pool with new objects after the pool is reinitialised, as happens from deserialisation. (Overrides SerialisableObjectPool(T).RefillPoolOnReinitialise .) |
| ReparentPooledObjects | Gets or sets a value indicating whether to re-parent the pooled objects to the Parent transform, after the objects are returned to the pool. |

| | | |
|---|-------------------------------|--|
|  | SourceObject | Gets the source object that is being pooled. |
|  | Statistics | Gets an object containing general operational statistics about the pool. (Inherited from SerializableObjectPool(T) .) |
|  | WarnOnDestroy | Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use). |

See Also

[SerializableGameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerializableGameObjectPool.NotificationMode Property

Gets or sets the way in which pooled objects are notified about being acquired from, and returned to, the pool. Cannot be set once the pool has been initialised.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public NotificationMode NotificationMode { get; set; }
```

Property Value

Type: [NotificationMode](#)

See Also

[SerializableGameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGameObjectPool.Parent Property

Gets or sets the parent transform to which all pooled objects will be parented in the hierarchy, if [ReparentPooledObjects](#) is `true` (`True` in Visual Basic).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public Transform Parent { get; set; }
```

Property Value

Type: **Transform**

See Also

[SerialisableGameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableGameObjectPool.ReparentPooledObjects](#)

SerializableGameObjectPool.RefillPoolOnReinitialise Property

Gets a value indicating whether to refill the pool with new objects after the pool is reinitialised, as happens from deserialisation.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override bool RefillPoolOnReinitialise { get; }
```

Property Value

Type: [Boolean](#)

See Also

[SerializableGameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGameObjectPool.ReparentPooledObjects Property

Gets or sets a value indicating whether to re-parent the pooled objects to the [Parent](#) transform, after the objects are returned to the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool ReparentPooledObjects { get; set; }
```

Property Value

Type: [Boolean](#)

Remarks

Re-parenting is enabled by default and is the safest option, but comes with a small performance penalty. Disabling re-parenting provides the best performance but there is the increased risk of any of the objects being affected by other scripts. As the objects will be parented beneath various other objects, deleting of an unrelated object may cause the pooled object to also be deleted. You should pay great attention to what objects you destroy if re-parenting is disabled.

See Also

[SerialisableGameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableGameObjectPool.Parent](#)

SerializableGameObjectPool.SourceObject Property

Gets the source object that is being pooled.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObject SourceObject { get; }
```

Property Value

Type: **GameObject**

See Also

[SerializableGameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerializableGameObjectPool.WarnOnDestroy Property

Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool WarnOnDestroy { get; set; }
```

Property Value

Type: [Boolean](#)

Remarks

Poolable objects should be released to the pool and re-used, rather than being destroyed. This property ensures any destruction of the pooled objects is logged.

Unfortunately, scene changes may also cause pooled objects to be destroyed. In this case, the warning message will be shown incorrectly, and can safely be ignored.

See Also

[SerializableGameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGameObjectPool.SerialisableGameObjectPool Methods

The [SerialisableGameObjectPool](#) type exposes the following members.

Methods

| | Name | Description |
|---|---|---|
| ≡ | Acquire() | Acquires an object from the pool. (Inherited from SerialisableObjectPool(T) .) |
| ≡ | Acquire(Transform) | Acquires an instance of the source object, and sets its parent transform. |
| ≡ | Acquire(Transform, Boolean) | Acquires an instance of the source object, and sets its parent transform. |
| ≡ | Acquire(Vector3, Quaternion) | Acquires an instance of the source object, and sets its position and rotation. |
| ≡ | Acquire(Vector3, Quaternion, Transform) | Acquires an instance of the source object, and sets its parent transform, position and rotation. |
| ≡ | Clear | Clears the pool, emptying it of all pooled objects. (Inherited from SerialisableObjectPool(T) .) |
| ≡ | Contains | Determines whether an instance is in the pool. (Inherited from SerialisableObjectPool(T) .) |
| ≡ | Equals | (Inherited from Object .) |
| ≡ | Fill | Fills the pool, populating it with pooled objects until it reaches the maximum pool size. (Inherited from SerialisableObjectPool(T) .) |
| 💡 | Finalize | (Inherited from Object .) |
| ≡ | GetHashCode | (Inherited from Object .) |
| ≡ | GetItems | Gets a list of items currently contained by the pool, and stores them in the specified List(T) . (Inherited from SerialisableObjectPool(T) .) |
| 💡 | GetObjectFactory | Gets a function used to create new instances of the pooled type. By default, this method uses the public parameterless constructor of type <i>T</i> . This method should be overridden in a subclass if different behaviour is required. (Overrides SerialisableObjectPool(T).GetObjectFactory() .) |
| ≡ | GetType | (Inherited from Object .) |
| ≡ | Initialise() | Initialises the pool, populating it with objects and making it ready for use. (Inherited from SerialisableObjectPool(T) .) |
| 💡 | Initialise(Boolean) | Initialises the pool, making it ready for use, and optionally populating it with objects. (Inherited from SerialisableObjectPool(T) .) |
| 💡 | MemberwiseClone | (Inherited from Object .) |
| 💡 | OnAfterDeserialize | Performs actions after the object has been deserialised. (Overrides SerialisableObjectPool(T).OnAfterDeserialize() .) |
| 💡 | OnBeforeSerialize | Performs actions prior to the object being serialised. (Overrides SerialisableObjectPool(T).OnBeforeSerialize() .) |

| | |
|--|--|
|  OnCanAcquireChanged | Raises the CanAcquireChanged event. (Inherited from SerialisableObjectPool(T) .) |
|  OnCountChanged | Raises the CountChanged event. (Inherited from SerialisableObjectPool(T) .) |
|  OnInitialised | Raises the Initialised event. (Inherited from SerialisableObjectPool(T) .) |
|  OnObjectAcquired | Raises the ObjectAcquired event. (Overrides SerialisableObjectPool(T).OnObjectAcquired(T, Boolean) .) |
|  OnObjectDestroyed | Raises the ObjectDestroyed event. (Overrides SerialisableObjectPool(T).OnObjectDestroyed(T) .) |
|  OnObjectInstantiated | Raises the ObjectInstantiated event. (Inherited from SerialisableObjectPool(T) .) |
|  OnObjectReleased | Raises the ObjectReleased event. (Overrides SerialisableObjectPool(T).OnObjectReleased(T, Boolean) .) |
|  Release | Releases an object back to the pool. (Inherited from SerialisableObjectPool(T) .) |
|  ReleaseInternal | Releases an object back to the pool. (Overrides SerialisableObjectPool(T).ReleaseInternal(T) .) |
|  Remove | Removes the specified instance from the pool. (Inherited from SerialisableObjectPool(T) .) |
|  SetSize | Sets the number of objects contained by the pool, either destroying excess pooled objects, or instantiating new ones. (Inherited from SerialisableObjectPool(T) .) |
|  ToString | (Inherited from Object .) |
|  TryAcquire(T) | Acquires an object from the pool. (Inherited from SerialisableObjectPool(T) .) |
|  TryAcquire(Transform, GameObject) | Acquires an instance of the source object, and sets its parent transform. |
|  TryAcquire(Transform, Boolean, GameObject) | Acquires an instance of the source object, and sets its parent transform. |
|  TryAcquire(Vector3, Quaternion, GameObject) | Acquires an instance of the source object, and sets its position and rotation. |
|  TryAcquire(Vector3, Quaternion, Transform, GameObject) | Acquires an instance of the source object, and sets its parent transform, position and rotation. |

See Also

[SerialisableGameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGameObjectPool.Acquire Method

Overload List

| Name | Description |
|---|--|
|  Acquire() | Acquires an object from the pool. (Inherited from SerialisableObjectPool(T) .) |
|  Acquire(Transform) | Acquires an instance of the source object, and sets its parent transform. |
|  Acquire(Transform, Boolean) | Acquires an instance of the source object, and sets its parent transform. |
|  Acquire(Vector3, Quaternion) | Acquires an instance of the source object, and sets its position and rotation. |
|  Acquire(Vector3, Quaternion, Transform) | Acquires an instance of the source object, and sets its parent transform, position and rotation. |

See Also

[SerialisableGameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerializableGameObjectPool.Acquire Method (Transform)

Acquires an instance of the source object, and sets its parent transform.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObject Acquire(  
    Transform parent  
)
```

Parameters

parent

Type: `UnityEngine.Transform`

The transform to which the instance should be parented.

Return Value

Type: **GameObject**

An instance of the source object, [SourceObject](#).

See Also

[SerializableGameObjectPool Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerializableObjectPool\(T\).CanAcquire](#)

[SerializableGameObjectPool.TryAcquire\(Transform, GameObject\)](#)

[SerializableObjectPool\(T\).Release\(T\)](#)

SerializableGameObjectPool.Acquire Method (Transform, Boolean)

Acquires an instance of the source object, and sets its parent transform.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObject Acquire(  
    Transform parent,  
    bool spawnInWorldSpace  
)
```

Parameters

parent

Type: [UnityEngine.Transform](#)

The transform to which the instance should be parented.

spawnInWorldSpace

Type: [System.Boolean](#)

true

([True](#) in Visual Basic) if the original world position should be maintained when assigning the parent; otherwise, [false](#) ([False](#) in Visual Basic).

Return Value

Type: **GameObject**

An instance of the source object, [SourceObject](#).

See Also

[SerializableGameObjectPool Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerializableObjectPool\(T\).CanAcquire](#)

[SerializableGameObjectPool.TryAcquire\(Transform, GameObject\)](#)

[SerializableObjectPool\(T\).Release\(T\)](#)

SerializableGameObjectPool.Acquire Method (Vector3, Quaternion)

Acquires an instance of the source object, and sets its position and rotation.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObject Acquire(  
    Vector3 position,  
    Quaternion rotation  
)
```

Parameters

position

Type: [UnityEngine.Vector3](#)

The position to set the instance's transform to.

rotation

Type: [UnityEngine.Quaternion](#)

The rotation to set the instance's transform to.

Return Value

Type: **GameObject**

An instance of the source object, [SourceObject](#).

See Also

[SerializableGameObjectPool Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerializableObjectPool\(T\).CanAcquire](#)

[SerializableGameObjectPool.TryAcquire\(Vector3, Quaternion, GameObject\)](#)

[SerializableObjectPool\(T\).Release\(T\)](#)

SerializableGameObjectPool.Acquire Method (Vector3, Quaternion, Transform)

Acquires an instance of the source object, and sets its parent transform, position and rotation.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public GameObject Acquire(  
    Vector3 position,  
    Quaternion rotation,  
    Transform parent  
)
```

Parameters

position

Type: [UnityEngine.Vector3](#)

The position to set the instance's transform to.

rotation

Type: [UnityEngine.Quaternion](#)

The rotation to set the instance's transform to.

parent

Type: [UnityEngine.Transform](#)

The transform to which the instance should be parented.

Return Value

Type: **GameObject**

An instance of the source object, [SourceObject](#).

See Also

[SerializableGameObjectPool Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerializableObjectPool\(T\).CanAcquire](#)

[SerializableGameObjectPool.TryAcquire\(Vector3, Quaternion, Transform, GameObject\)](#)

[SerializableObjectPool\(T\).Release\(T\)](#)

SerialisableGameObjectPool.GetObjectFactory Method

Gets a function used to create new instances of the pooled type. By default, this method uses the public parameterless constructor of type T . This method should be overridden in a subclass if different behaviour is required.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override Func<GameObject> GetObjectFactory()
```

Return Value

Type: [Func\(GameObject\)](#)

A function that can be used to create new instances of the pooled type.

Exceptions

| Exception | Condition |
|---|--|
| InvalidOperationException | No public parameterless constructor could be found on type T . |

See Also

[SerialisableGameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerializableGameObjectPool.OnAfterDeserialize Method

Performs actions after the object has been deserialised.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override void OnAfterDeserialize()
```

See Also

[SerializableGameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerializableGameObjectPool.OnBeforeSerialize Method

Performs actions prior to the object being serialised.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override void OnBeforeSerialize()
```

See Also

[SerializableGameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerializableGameObjectPool.OnObjectAcquired Method

Raises the [ObjectAcquired](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override void OnObjectAcquired(  
    GameObject instance,  
    bool instantiated  
)
```

Parameters

instance

Type: [UnityEngine.GameObject](#)

The object that was acquired from the pool.

instantiated

Type: [System.Boolean](#)

A value indicating whether the acquired object was instantiated specifically for this acquisition, rather than being taken from the pool.

See Also

[SerializableGameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGameObjectPool.OnObjectDestroyed Method

Raises the [ObjectDestroyed](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override void OnObjectDestroyed(  
    GameObject instance  
)
```

Parameters

instance

Type: [UnityEngine.GameObject](#)

The object that was destroyed.

See Also

[SerialisableGameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGameObjectPool.OnObjectReleased Method

Raises the [ObjectReleased](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override void OnObjectReleased(  
    GameObject instance,  
    bool destroying  
)
```

Parameters

instance

Type: [UnityEngine.GameObject](#)

The object that was released back to the pool.

destroying

Type: [System.Boolean](#)

A value indicating whether the released object is about to be destroyed.

See Also

[SerialisableGameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGameObjectPool.ReleaseInternal Method

Releases an object back to the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override void ReleaseInternal(  
    GameObject instance  
)
```

Parameters

instance

Type: `UnityEngine.GameObject`

The object to release to the pool.

See Also

[SerialisableGameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGameObjectPool.TryAcquire Method

Overload List

| Name | Description |
|--|--|
|  TryAcquire(T) | Acquires an object from the pool. (Inherited from SerialisableObjectPool(T) .) |
|  TryAcquire(Transform, GameObject) | Acquires an instance of the source object, and sets its parent transform. |
|  TryAcquire(Transform, Boolean, GameObject) | Acquires an instance of the source object, and sets its parent transform. |
|  TryAcquire(Vector3, Quaternion, GameObject) | Acquires an instance of the source object, and sets its position and rotation. |
|  TryAcquire(Vector3, Quaternion, Transform, GameObject) | Acquires an instance of the source object, and sets its parent transform, position and rotation. |

See Also

[SerialisableGameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGameObjectPool.TryAcquire Method (Transform, GameObject)

Acquires an instance of the source object, and sets its parent transform.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(  
    Transform parent,  
    out GameObject instance  
)
```

Parameters

parent

Type: [UnityEngine.Transform](#)

The transform to which the instance should be parented.

instance

Type: [UnityEngine.GameObject](#)

When this method returns, contains the instance of [SourceObject](#), if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of [SourceObject](#) was acquired from the pool; otherwise, `false` (`False` in Visual Basic).

See Also

[SerialisableGameObjectPool Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableGameObjectPool.Acquire\(Transform\)](#)

[SerialisableObjectPool\(T\).Release\(T\)](#)

SerialisableGameObjectPool.TryAcquire Method (Transform, Boolean, GameObject)

Acquires an instance of the source object, and sets its parent transform.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(  
    Transform parent,  
    bool spawnInWorldSpace,  
    out GameObject instance  
)
```

Parameters

parent

Type: [UnityEngine.Transform](#)

The transform to which the instance should be parented.

spawnInWorldSpace

Type: [System.Boolean](#)

true

([True](#) in Visual Basic) if the original world position should be maintained when assigning the parent; otherwise, [false](#) ([False](#) in Visual Basic).

instance

Type: [UnityEngine.GameObject](#)

When this method returns, contains the instance of [SourceObject](#), if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

[true](#) ([True](#) in Visual Basic) if an instance of [SourceObject](#) was acquired from the pool; otherwise, [false](#) ([False](#) in Visual Basic).

See Also

[SerialisableGameObjectPool Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableGameObjectPool.Acquire\(Transform\)](#)

[SerialisableObjectPool\(T\).Release\(T\)](#)

SerialisableGameObjectPool.TryAcquire Method (Vector3, Quaternion, GameObject)

Acquires an instance of the source object, and sets its position and rotation.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(  
    Vector3 position,  
    Quaternion rotation,  
    out GameObject instance  
)
```

Parameters

position

Type: [UnityEngine.Vector3](#)

The position to set the instance's transform to.

rotation

Type: [UnityEngine.Quaternion](#)

The rotation to set the instance's transform to.

instance

Type: [UnityEngine.GameObject](#)

When this method returns, contains the instance of [SourceObject](#), if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of [SourceObject](#) was acquired from the pool; otherwise, `false` (`False` in Visual Basic).

See Also

[SerialisableGameObjectPool Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableGameObjectPool.Acquire\(Vector3, Quaternion\)](#)

[SerialisableObjectPool\(T\).Release\(T\)](#)

SerialisableGameObjectPool.TryAcquire Method (Vector3, Quaternion, Transform, GameObject)

Acquires an instance of the source object, and sets its parent transform, position and rotation.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(  
    Vector3 position,  
    Quaternion rotation,  
    Transform parent,  
    out GameObject instance  
)
```

Parameters

position

Type: [UnityEngine.Vector3](#)

The position to set the instance's transform to.

rotation

Type: [UnityEngine.Quaternion](#)

The rotation to set the instance's transform to.

parent

Type: [UnityEngine.Transform](#)

The transform to which the instance should be parented.

instance

Type: [UnityEngine.GameObject](#)

When this method returns, contains the instance of [SourceObject](#), if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of [SourceObject](#) was acquired from the pool; otherwise, `false` (`False` in Visual Basic).

See Also

[SerialisableGameObjectPool Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableGameObjectPool.Acquire\(Vector3, Quaternion, Transform\)](#)

[SerialisableObjectPool\(T\).Release\(T\)](#)

SerialisableGameObjectPool.SerialisableGameObjectPool Events

The [SerialisableGameObjectPool](#) type exposes the following members.

Events

| | Name | Description |
|---|------------------------------------|---|
|  | CanAcquireChanged | Occurs when the value of CanAcquire changes. (Inherited from SerialisableObjectPool(T) .) |
|  | CountChanged | Occurs when Count changes. (Inherited from SerialisableObjectPool(T) .) |
|  | Initialised | Occurs when the pool is initialised. (Inherited from SerialisableObjectPool(T) .) |
|  | ObjectAcquired | Occurs when an object is acquired from the pool. (Inherited from SerialisableObjectPool(T) .) |
|  | ObjectDestroyed | Occurs when an object is destroyed. (Inherited from SerialisableObjectPool(T) .) |
|  | ObjectInstantiated | Occurs when a new object is instantiated. (Inherited from SerialisableObjectPool(T) .) |
|  | ObjectReleased | Occurs when an object is released back to the pool. (Inherited from SerialisableObjectPool(T) .) |

See Also

[SerialisableGameObjectPool Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGenericComponentPool(*T*) Class

A generic, serialisable object pool for a **Component**, where the component type is known at compile time.

Inheritance Hierarchy

[System.Object](#)

[Umbrace.Unity.PurePool.SerialisableObjectPool\(*T*\)](#)

Umbrace.Unity.PurePool.SerialisableGenericComponentPool(*T*)

[Umbrace.Unity.PurePool.SerialisableComponentPool](#)

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[SerializableAttribute]  
public class SerialisableGenericComponentPool<T> : SerialisableObjectPool<T>  
where T : Component
```

Type Parameters

T

The type of component being pooled.

The SerialisableGenericComponentPool(*T*) type exposes the following members.

Constructors

| | Name | Description |
|---|--|---|
|  | SerialisableGenericComponentPool(<i>T</i>) | Initialises a new instance of the SerialisableGenericComponentPool(<i>T</i>) class. |

Properties

| | Name | Description |
|---|--|--|
|  | AdditionalComponentTypes | Gets a list of additional component types, that should be added to the same GameObject as the main component type. |
|  | CanAcquire | Gets a value indicating whether an instance can be acquired from the pool. An instance can be acquired when the pool contains at least one instance, or when InstantiateWhenEmpty is <code>true</code> (<code>True</code> in Visual Basic). (Inherited from SerialisableObjectPool(<i>T</i>) .) |
|  | ComponentType | Gets the type of the component being pooled. |

| | | |
|---|--|---|
|  | Count | Gets the number of objects currently contained by the pool. (Inherited from SerialisableObjectPool(T) .) |
|  | InitialSize | Gets or sets the initial size of the pool. Cannot be set once the pool has been initialised. (Inherited from SerialisableObjectPool(T) .) |
|  | InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. (Inherited from SerialisableObjectPool(T) .) |
|  | IsEmpty | Gets a value indicating whether the pool is empty and contains no objects. (Inherited from SerialisableObjectPool(T) .) |
|  | IsFull | Gets a value indicating whether the pool is full, and cannot contain any more objects. (Inherited from SerialisableObjectPool(T) .) |
|  | IsInitialised | Gets a value indicating whether the pool has been initialised. (Inherited from SerialisableObjectPool(T) .) |
|  | Items | Gets a list of items currently contained by the pool. (Inherited from SerialisableObjectPool(T) .) |
|  | LogMessages | Gets or sets the level of log messaging that the pool will output. (Inherited from SerialisableObjectPool(T) .) |
|  | MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. (Inherited from SerialisableObjectPool(T) .) |
|  | NotificationMode | Gets or sets the way in which pooled objects are notified about being acquired from, and returned to, the pool. Cannot be set once the pool has been initialised. |
|  | Parent | Gets or sets the parent transform to which all pooled objects will be parented in the hierarchy, if ReparentPooledObjects is <code>true</code> (<code>True</code> in Visual Basic). |
|  | RecordStatistics | Gets or sets a value indicating whether to record pool statistics. (Inherited from SerialisableObjectPool(T) .) |
|  | RefillPoolOnReinitialise | Gets a value indicating whether to refill the pool with new components after the pool is reinitialised, as happens from deserialisation. (Overrides SerialisableObjectPool(T).RefillPoolOnReinitialise .) |
|  | ReparentPooledObjects | Gets or sets a value indicating whether to re-parent the pooled objects to the Parent transform, after the objects are returned to the pool. |
|  | Statistics | Gets an object containing general operational statistics about the pool. (Inherited from SerialisableObjectPool(T) .) |
|  | WarnOnDestroy | Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use). |

Methods

| Name | Description |
|---|---|
| ≡ Acquire() | Acquires an object from the pool. (Inherited from SerialisableObjectPool(T) .) |
| ≡ Acquire(Transform) | Acquires an instance of the component, and sets the parent transform of its GameObject . |
| ≡ Acquire(Vector3, Quaternion) | Acquires an instance of the component, and sets the position and rotation of its GameObject . |
| ≡ Acquire(Transform, Vector3, Quaternion) | Acquires an instance of the component, and sets the parent transform, position and rotation of its GameObject . |
| ≡ Clear | Clears the pool, emptying it of all pooled objects. (Inherited from SerialisableObjectPool(T) .) |
| ≡ Contains | Determines whether an instance is in the pool. (Inherited from SerialisableObjectPool(T) .) |
| ≡ Equals | (Inherited from Object .) |
| ≡ Fill | Fills the pool, populating it with pooled objects until it reaches the maximum pool size. (Inherited from SerialisableObjectPool(T) .) |
| 💡 Finalize | (Inherited from Object .) |
| ≡ GetHashCode | (Inherited from Object .) |
| ≡ GetItems | Gets a list of items currently contained by the pool, and stores them in the specified List(T) . (Inherited from SerialisableObjectPool(T) .) |
| 💡 GetObjectFactory | Gets a function used to create new instances of the pooled type. By default, this method uses the public parameterless constructor of type <i>T</i> . This method should be overridden in a subclass if different behaviour is required. (Overrides SerialisableObjectPool(T).GetObjectFactory() .) |
| ≡ GetType | (Inherited from Object .) |
| ≡ Initialise() | Initialises the pool, populating it with objects and making it ready for use. (Inherited from SerialisableObjectPool(T) .) |
| 💡 Initialise(Boolean) | Initialises the pool, making it ready for use, and optionally populating it with objects. (Inherited from SerialisableObjectPool(T) .) |
| 💡 MemberwiseClone | (Inherited from Object .) |
| 💡 OnAfterDeserialize | Performs actions after the object has been deserialised. (Overrides SerialisableObjectPool(T).OnAfterDeserialize() .) |
| 💡 OnBeforeSerialize | Performs actions prior to the object being serialised. (Overrides SerialisableObjectPool(T).OnBeforeSerialize() .) |
| 💡 OnCanAcquireChanged | Raises the CanAcquireChanged event. (Inherited from SerialisableObjectPool(T) .) |
| 💡 OnCountChanged | Raises the CountChanged event. (Inherited from SerialisableObjectPool(T) .) |

| | |
|---|--|
|  OnInitialised | Raises the Initialised event. (Inherited from SerialisableObjectPool(T) .) |
|  OnObjectAcquired | Raises the ObjectAcquired event. (Overrides SerialisableObjectPool(T).OnObjectAcquired(T, Boolean) .) |
|  OnObjectDestroyed | Raises the ObjectDestroyed event. (Overrides SerialisableObjectPool(T).OnObjectDestroyed(T) .) |
|  OnObjectInstantiated | Raises the ObjectInstantiated event. (Inherited from SerialisableObjectPool(T) .) |
|  OnObjectReleased | Raises the ObjectReleased event. (Overrides SerialisableObjectPool(T).OnObjectReleased(T, Boolean) .) |
|  Release | Releases an object back to the pool. (Inherited from SerialisableObjectPool(T) .) |
|  ReleaseInternal | Releases an object back to the pool. (Overrides SerialisableObjectPool(T).ReleaseInternal(T) .) |
|  Remove | Removes the specified instance from the pool. (Inherited from SerialisableObjectPool(T) .) |
|  SetSize | Sets the number of objects contained by the pool, either destroying excess pooled objects, or instantiating new ones. (Inherited from SerialisableObjectPool(T) .) |
|  ToString | (Inherited from Object .) |
|  TryAcquire(T) | Acquires an object from the pool. (Inherited from SerialisableObjectPool(T) .) |
|  TryAcquire(Transform, T) | Acquires an instance of the component, and sets the parent transform of its GameObject . |
|  TryAcquire(Vector3, Quaternion, T) | Acquires an instance of the component, and sets the position and rotation of its GameObject . |
|  TryAcquire(Transform, Vector3, Quaternion, T) | Acquires an instance of the component, and sets the parent transform, position and rotation of its GameObject . |

Events

| Name | Description |
|--|---|
|  CanAcquireChanged | Occurs when the value of CanAcquire changes. (Inherited from SerialisableObjectPool(T) .) |
|  CountChanged | Occurs when Count changes. (Inherited from SerialisableObjectPool(T) .) |
|  Initialised | Occurs when the pool is initialised. (Inherited from SerialisableObjectPool(T) .) |
|  ObjectAcquired | Occurs when an object is acquired from the pool. (Inherited from SerialisableObjectPool(T) .) |
|  ObjectDestroyed | Occurs when an object is destroyed. (Inherited from SerialisableObjectPool(T) .) |
|  ObjectInstantiated | Occurs when a new object is instantiated. (Inherited from SerialisableObjectPool(T) .) |

| | |
|--|--|
|  ObjectReleased | Occurs when an object is released back to the pool. (Inherited from SerializableObjectPool(T) .) |
|--|--|

Remarks

By virtue of being serialisable, `SerializableGenericComponentPool(T)` can survive an assembly reload caused by live recompilation inside of the Unity editor. However, to ensure Unity is able to serialise fields containing pools, you should subclass `SerializableGenericComponentPool(T)` by creating a new, non-generic, class derived from it.

`SerializableGenericComponentPool(T)` achieves this by serialising the instances of the component that were contained in the pool, and then re-adding them to the pool after deserialisation.

To use the `SerializableGenericComponentPool(T)`, initialise a new instance using the constructor, and then set the properties to appropriate values. Once all properties have been set, invoke the [Initialise\(\)](#) method. A pool cannot be used without being initialised in this way.

Examples

C#

```
// Create the pool.
var pool = new SerializableGenericComponentPool<AudioSource>(parentContainer)
{
    InitialSize = 50,
    MaximumSize = 200,
    InstantiateWhenEmpty = true,
    NotificationMode = NotificationMode.Interface,
    LogMessages = LogLevel.Warning
};

// Initialise the pool. It will contain 50 objects.
pool.Initialise();

// Acquire one of the 50 components from the pool. The Acquire method can be
// used safely if InstantiateWhenEmpty is true, or if a check is made to
// CanAcquire beforehand.

```

See Also

[Umbrace.Unity.PurePool Namespace](#)

Pure Pool - Object Pooling by Umbrace

[Umbrace.Unity.PurePool.SerialisableComponentPool](#)

[Umbrace.Unity.PurePool.SerialisableObjectPool\(T\)](#)

SerialisableGenericComponentPool(*T*) Constructor

Initialises a new instance of the [SerialisableGenericComponentPool\(*T*\)](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public SerialisableGenericComponentPool (
    Transform parent,
    params Type[] additionalComponents
)
```

Parameters

parent

Type: UnityEngine.Transform

The parent transform to which all pooled **GameObject** objects will be parented in the hierarchy.

additionalComponents

Type: [System.Type\[\]](#)

An optional list of additional component types, that should be added to the same GameObject as the main component type.

See Also

[SerialisableGenericComponentPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGenericComponentPool(*T*).SerialisableGenericComponentPool(*T*) Properties

The [SerialisableGenericComponentPool\(*T*\)](#) generic type exposes the following members.

Properties

| | Name | Description |
|---|--|--|
|  | AdditionalComponentTypes | Gets a list of additional component types, that should be added to the same GameObject as the main component type. |
|  | CanAcquire | Gets a value indicating whether an instance can be acquired from the pool. An instance can be acquired when the pool contains at least one instance, or when InstantiateWhenEmpty is <code>true</code> (<code>True</code> in Visual Basic). (Inherited from SerialisableObjectPool(<i>T</i>) .) |
|  | ComponentType | Gets the type of the component being pooled. |
|  | Count | Gets the number of objects currently contained by the pool. (Inherited from SerialisableObjectPool(<i>T</i>) .) |
|  | InitialSize | Gets or sets the initial size of the pool. Cannot be set once the pool has been initialised. (Inherited from SerialisableObjectPool(<i>T</i>) .) |
|  | InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. (Inherited from SerialisableObjectPool(<i>T</i>) .) |
|  | IsEmpty | Gets a value indicating whether the pool is empty and contains no objects. (Inherited from SerialisableObjectPool(<i>T</i>) .) |
|  | IsFull | Gets a value indicating whether the pool is full, and cannot contain any more objects. (Inherited from SerialisableObjectPool(<i>T</i>) .) |
|  | IsInitialised | Gets a value indicating whether the pool has been initialised. (Inherited from SerialisableObjectPool(<i>T</i>) .) |
|  | Items | Gets a list of items currently contained by the pool. (Inherited from SerialisableObjectPool(<i>T</i>) .) |
|  | LogMessages | Gets or sets the level of log messaging that the pool will output. (Inherited from SerialisableObjectPool(<i>T</i>) .) |
|  | MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. (Inherited from SerialisableObjectPool(<i>T</i>) .) |
|  | NotificationMode | Gets or sets the way in which pooled objects are notified about being acquired from, and returned to, the pool. Cannot be set once the pool has been initialised. |
|  | Parent | Gets or sets the parent transform to which all pooled objects will be parented in the hierarchy, if ReparentPooledObjects is <code>true</code> (<code>True</code> in Visual Basic). |

| | |
|--|---|
|  RecordStatistics | Gets or sets a value indicating whether to record pool statistics. (Inherited from SerializableObjectPool(T) .) |
|  RefillPoolOnReinitialise | Gets a value indicating whether to refill the pool with new components after the pool is reinitialised, as happens from deserialisation. (Overrides SerializableObjectPool(T).RefillPoolOnReinitialise .) |
|  ReparentPooledObjects | Gets or sets a value indicating whether to re-parent the pooled objects to the Parent transform, after the objects are returned to the pool. |
|  Statistics | Gets an object containing general operational statistics about the pool. (Inherited from SerializableObjectPool(T) .) |
|  WarnOnDestroy | Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use). |

See Also

[SerializableGenericComponentPool\(T\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGenericComponentPool(*T*).AdditionalComponentTypes Property

Gets a list of additional component types, that should be added to the same GameObject as the main component type.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public IList<Type> AdditionalComponentTypes { get; }
```

Property Value

Type: [IList\(Type\)](#)

See Also

[SerialisableGenericComponentPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGenericComponentPool(*T*).ComponentType Property

Gets the type of the component being pooled.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public virtual Type ComponentType { get; }
```

Property Value

Type: [Type](#)

See Also

[SerialisableGenericComponentPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGenericComponentPool(*T*).NotificationMode Property

Gets or sets the way in which pooled objects are notified about being acquired from, and returned to, the pool. Cannot be set once the pool has been initialised.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public NotificationMode NotificationMode { get; set; }
```

Property Value

Type: [NotificationMode](#)

See Also

[SerialisableGenericComponentPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGenericComponentPool(*T*).Parent Property

Gets or sets the parent transform to which all pooled objects will be parented in the hierarchy, if [ReparentPooledObjects](#) is `true` (`True` in Visual Basic).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public Transform Parent { get; set; }
```

Property Value

Type: **Transform**

See Also

[SerialisableGenericComponentPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableGenericComponentPool\(*T*\).ReparentPooledObjects](#)

SerialisableGenericComponentPool(*T*).RefillPoolOnReinitialise Property

Gets a value indicating whether to refill the pool with new components after the pool is reinitialised, as happens from deserialisation.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override bool RefillPoolOnReinitialise { get; }
```

Property Value

Type: [Boolean](#)

See Also

[SerialisableGenericComponentPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGenericComponentPool(*T*).ReparentPooledObjects Property

Gets or sets a value indicating whether to re-parent the pooled objects to the [Parent](#) transform, after the objects are returned to the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool ReparentPooledObjects { get; set; }
```

Property Value

Type: [Boolean](#)

Remarks

Re-parenting is enabled by default and is the safest option, but comes with a small performance penalty. Disabling re-parenting provides the best performance but there is the increased risk of any of the objects being affected by other scripts. As the objects will be parented beneath various other objects, deleting of an unrelated object may cause the pooled object to also be deleted. You should pay great attention to what objects you destroy if re-parenting is disabled.

See Also

[SerialisableGenericComponentPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableGenericComponentPool\(*T*\).Parent](#)

SerialisableGenericComponentPool(*T*).WarnOnDestroy Property

Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool WarnOnDestroy { get; set; }
```

Property Value

Type: [Boolean](#)

Remarks

Poolable objects should be released to the pool and re-used, rather than being destroyed. This property ensures any destruction of the pooled objects is logged.

Unfortunately, scene changes may also cause pooled objects to be destroyed. In this case, the warning message will be shown incorrectly, and can safely be ignored.

See Also

[SerialisableGenericComponentPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGenericComponentPool(*T*).SerialisableGenericComponentPool(*T*) Methods

The [SerialisableGenericComponentPool\(*T*\)](#) generic type exposes the following members.

Methods

| | Name | Description |
|---|---|--|
| 💡 | Acquire() | Acquires an object from the pool. (Inherited from SerialisableObjectPool(<i>T</i>) .) |
| 💡 | Acquire(Transform) | Acquires an instance of the component, and sets the parent transform of its GameObject . |
| 💡 | Acquire(Vector3, Quaternion) | Acquires an instance of the component, and sets the position and rotation of its GameObject . |
| 💡 | Acquire(Transform, Vector3, Quaternion) | Acquires an instance of the component, and sets the parent transform, position and rotation of its GameObject . |
| 💡 | Clear | Clears the pool, emptying it of all pooled objects. (Inherited from SerialisableObjectPool(<i>T</i>) .) |
| 💡 | Contains | Determines whether an instance is in the pool. (Inherited from SerialisableObjectPool(<i>T</i>) .) |
| 💡 | Equals | (Inherited from Object .) |
| 💡 | Fill | Fills the pool, populating it with pooled objects until it reaches the maximum pool size. (Inherited from SerialisableObjectPool(<i>T</i>) .) |
| 💡 | Finalize | (Inherited from Object .) |
| 💡 | GetHashCode | (Inherited from Object .) |
| 💡 | GetItems | Gets a list of items currently contained by the pool, and stores them in the specified List(<i>T</i>) . (Inherited from SerialisableObjectPool(<i>T</i>) .) |
| 💡 | GetObjectFactory | Gets a function used to create new instances of the pooled type. By default, this method uses the public parameterless constructor of type <i>T</i> . This method should be overridden in a subclass if different behaviour is required. (Overrides SerialisableObjectPool(<i>T</i>).GetObjectFactory() .) |
| 💡 | GetType | (Inherited from Object .) |
| 💡 | Initialise() | Initialises the pool, populating it with objects and making it ready for use. (Inherited from SerialisableObjectPool(<i>T</i>) .) |
| 💡 | Initialise(Boolean) | Initialises the pool, making it ready for use, and optionally populating it with objects. (Inherited from SerialisableObjectPool(<i>T</i>) .) |
| 💡 | MemberwiseClone | (Inherited from Object .) |
| 💡 | OnAfterDeserialize | Performs actions after the object has been deserialised. (Overrides SerialisableObjectPool(<i>T</i>).OnAfterDeserialize() .) |
| 💡 | OnBeforeSerialize | Performs actions prior to the object being serialised. (Overrides SerialisableObjectPool(<i>T</i>).OnBeforeSerialize() .) |

| | |
|---|--|
|  OnCanAcquireChanged | Raises the CanAcquireChanged event. (Inherited from SerialisableObjectPool(T) .) |
|  OnCountChanged | Raises the CountChanged event. (Inherited from SerialisableObjectPool(T) .) |
|  OnInitialised | Raises the Initialised event. (Inherited from SerialisableObjectPool(T) .) |
|  OnObjectAcquired | Raises the ObjectAcquired event. (Overrides SerialisableObjectPool(T).OnObjectAcquired(T, Boolean) .) |
|  OnObjectDestroyed | Raises the ObjectDestroyed event. (Overrides SerialisableObjectPool(T).OnObjectDestroyed(T) .) |
|  OnObjectInstantiated | Raises the ObjectInstantiated event. (Inherited from SerialisableObjectPool(T) .) |
|  OnObjectReleased | Raises the ObjectReleased event. (Overrides SerialisableObjectPool(T).OnObjectReleased(T, Boolean) .) |
|  Release | Releases an object back to the pool. (Inherited from SerialisableObjectPool(T) .) |
|  ReleaseInternal | Releases an object back to the pool. (Overrides SerialisableObjectPool(T).ReleaseInternal(T) .) |
|  Remove | Removes the specified instance from the pool. (Inherited from SerialisableObjectPool(T) .) |
|  SetSize | Sets the number of objects contained by the pool, either destroying excess pooled objects, or instantiating new ones. (Inherited from SerialisableObjectPool(T) .) |
|  ToString | (Inherited from Object .) |
|  TryAcquire(T) | Acquires an object from the pool. (Inherited from SerialisableObjectPool(T) .) |
|  TryAcquire(Transform, T) | Acquires an instance of the component, and sets the parent transform of its GameObject . |
|  TryAcquire(Vector3, Quaternion, T) | Acquires an instance of the component, and sets the position and rotation of its GameObject . |
|  TryAcquire(Transform, Vector3, Quaternion, T) | Acquires an instance of the component, and sets the parent transform, position and rotation of its GameObject . |

See Also

[SerialisableGenericComponentPool\(T\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGenericComponentPool(*T*).Acquire Method

Overload List

| | Name | Description |
|---|---|--|
|  | Acquire() | Acquires an object from the pool. (Inherited from SerialisableObjectPool(<i>T</i>) .) |
|  | Acquire(Transform) | Acquires an instance of the component, and sets the parent transform of its GameObject . |
|  | Acquire(Vector3, Quaternion) | Acquires an instance of the component, and sets the position and rotation of its GameObject . |
|  | Acquire(Transform, Vector3, Quaternion) | Acquires an instance of the component, and sets the parent transform, position and rotation of its GameObject . |

See Also

[SerialisableGenericComponentPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGenericComponentPool(*T*).Acquire Method (Transform)

Acquires an instance of the component, and sets the parent transform of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public T Acquire(  
    Transform parent  
)
```

Parameters

parent

Type: UnityEngine.Transform

The transform to which the component's **GameObject** should be parented.

Return Value

Type: *T*

An instance of the component, *T*.

See Also

[SerialisableGenericComponentPool\(*T*\)Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableObjectPool\(*T*\).CanAcquire](#)

[SerialisableGenericComponentPool\(*T*\).TryAcquire\(Transform, *T*\)](#)

[SerialisableObjectPool\(*T*\).Release\(*T*\)](#)

SerialisableGenericComponentPool(*T*).Acquire Method (Vector3, Quaternion)

Acquires an instance of the component, and sets the position and rotation of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public T Acquire(  
    Vector3 position,  
    Quaternion rotation  
)
```

Parameters

position

Type: UnityEngine.Vector3

The position to set the component's transform to.

rotation

Type: UnityEngine.Quaternion

The rotation to set the components's transform to.

Return Value

Type: *T*

An instance of the component, *T*.

See Also

[SerialisableGenericComponentPool\(*T*\)Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableObjectPool\(*T*\).CanAcquire](#)

[SerialisableGenericComponentPool\(*T*\).TryAcquire\(Vector3, Quaternion, *T*\)](#)

[SerialisableObjectPool\(*T*\).Release\(*T*\)](#)

SerialisableGenericComponentPool(*T*).Acquire Method (Transform, Vector3, Quaternion)

Acquires an instance of the component, and sets the parent transform, position and rotation of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public T Acquire(  
    Transform parent,  
    Vector3 position,  
    Quaternion rotation  
)
```

Parameters

parent

Type: `UnityEngine.Transform`

The transform to which the component's **GameObject** should be parented.

position

Type: `UnityEngine.Vector3`

The position to set the component's transform to.

rotation

Type: `UnityEngine.Quaternion`

The rotation to set the component's transform to.

Return Value

Type: *T*

An instance of the component, *T*.

See Also

[SerialisableGenericComponentPool\(*T*\)Class](#)

[Acquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableObjectPool\(*T*\).CanAcquire](#)

[SerialisableGenericComponentPool\(*T*\).TryAcquire\(Transform, Vector3, Quaternion, *T*\)](#)

[SerialisableObjectPool\(*T*\).Release\(*T*\)](#)

SerialisableGenericComponentPool(*T*).GetObjectFactory Method

Gets a function used to create new instances of the pooled type. By default, this method uses the public parameterless constructor of type *T*. This method should be overridden in a subclass if different behaviour is required.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override Func<T> GetObjectFactory()
```

Return Value

Type: [Func\(*T*\)](#)

A function that can be used to create new instances of the pooled type.

Exceptions

| Exception | Condition |
|---|---|
| InvalidOperationException | No public parameterless constructor could be found on type <i>T</i> . |

See Also

[SerialisableGenericComponentPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGenericComponentPool(*T*).OnAfterDeserialize Method

Performs actions after the object has been deserialised.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override void OnAfterDeserialize()
```

See Also

[SerialisableGenericComponentPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGenericComponentPool(*T*).OnBeforeSerialize Method

Performs actions prior to the object being serialised.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override void OnBeforeSerialize()
```

See Also

[SerialisableGenericComponentPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGenericComponentPool(*T*).OnObjectAcquired Method

Raises the [ObjectAcquired](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override void OnObjectAcquired(  
    T instance,  
    bool instantiated  
)
```

Parameters

instance

Type: *T*

The object that was acquired from the pool.

instantiated

Type: [System.Boolean](#)

A value indicating whether the acquired object was instantiated specifically for this acquisition, rather than being taken from the pool.

See Also

[SerialisableGenericComponentPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGenericComponentPool(*T*).OnObjectDestroyed Method

Raises the [ObjectDestroyed](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override void OnObjectDestroyed(  
    T instance  
)
```

Parameters

instance

Type: *T*

The object that was destroyed.

See Also

[SerialisableGenericComponentPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGenericComponentPool(*T*).OnObjectReleased Method

Raises the [ObjectReleased](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override void OnObjectReleased(
    T instance,
    bool destroying
)
```

Parameters

instance

Type: *T*

The object that was released back to the pool.

destroying

Type: [System.Boolean](#)

A value indicating whether the released object is about to be destroyed.

See Also

[SerialisableGenericComponentPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGenericComponentPool(*T*).ReleaseInternal Method

Releases an object back to the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected override void ReleaseInternal(
    T instance
)
```

Parameters

instance

Type: *T*

The object to release to the pool.

See Also

[SerialisableGenericComponentPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGenericComponentPool(T).TryAcquire Method

Overload List

| Name | Description |
|---|--|
|  TryAcquire(T) | Acquires an object from the pool. (Inherited from SerialisableObjectPool(T) .) |
|  TryAcquire(Transform, T) | Acquires an instance of the component, and sets the parent transform of its GameObject . |
|  TryAcquire(Vector3, Quaternion, T) | Acquires an instance of the component, and sets the position and rotation of its GameObject . |
|  TryAcquire(Transform, Vector3, Quaternion, T) | Acquires an instance of the component, and sets the parent transform, position and rotation of its GameObject . |

See Also

[SerialisableGenericComponentPool\(T\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableGenericComponentPool(*T*).TryAcquire Method (Transform, *T*)

Acquires an instance of the component, and sets the parent transform of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(
    Transform parent,
    out T instance
)
```

Parameters

parent

Type: `UnityEngine.Transform`

The transform to which the component's **GameObject** should be parented.

instance

Type: *T*

When this method returns, contains the instance of the component *T*, if one could be acquired; otherwise, a null reference (`Nothing` in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [`Boolean`](#)

`true` (`True` in Visual Basic) if an instance of the component *T* was acquired from the pool; otherwise, `false` (`False` in Visual Basic).

See Also

[SerialisableGenericComponentPool\(*T*\)Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableGenericComponentPool\(*T*\).Acquire\(Transform\)](#)

[SerialisableObjectPool\(*T*\).Release\(*T*\)](#)

SerialisableGenericComponentPool(*T*).TryAcquire Method (Vector3, Quaternion, *T*)

Acquires an instance of the component, and sets the position and rotation of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(
    Vector3 position,
    Quaternion rotation,
    out T instance
)
```

Parameters

position

Type: [UnityEngine.Vector3](#)

The position to set the component's transform to.

rotation

Type: [UnityEngine.Quaternion](#)

The rotation to set the component's transform to.

instance

Type: *T*

When this method returns, contains the instance of the component *T*, if one could be acquired; otherwise, a null reference ([Nothing](#) in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an instance of the component *T* was acquired from the pool; otherwise, `false` (`False` in Visual Basic).

See Also

[SerialisableGenericComponentPool\(*T*\)Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableGenericComponentPool\(*T*\).Acquire\(Vector3, Quaternion\)](#)

[SerialisableObjectPool\(*T*\).Release\(*T*\)](#)

SerialisableGenericComponentPool(*T*).TryAcquire Method (Transform, Vector3, Quaternion, *T*)

Acquires an instance of the component, and sets the parent transform, position and rotation of its **GameObject**.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(
    Transform parent,
    Vector3 position,
    Quaternion rotation,
    out T instance
)
```

Parameters

parent

Type: `UnityEngine.Transform`

The transform to which the component's **GameObject** should be parented.

position

Type: `UnityEngine.Vector3`

The position to set the component's transform to.

rotation

Type: `UnityEngine.Quaternion`

The rotation to set the component's transform to.

instance

Type: *T*

When this method returns, contains the instance of the component *T*, if one could be acquired; otherwise, a null reference (`Nothing` in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [`Boolean`](#)

`true` (`True` in Visual Basic) if an instance of the component *T* was acquired from the pool; otherwise, `false` (`False` in Visual Basic).

See Also

[SerialisableGenericComponentPool\(*T*\)Class](#)

[TryAcquire Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableGenericComponentPool\(*T*\).Acquire\(Transform, Vector3, Quaternion\)](#)

[SerialisableObjectPool\(*T*\).Release\(*T*\)](#)

SerialisableGenericComponentPool(*T*).SerialisableGenericComponentPool(*T*) Events

The [SerialisableGenericComponentPool\(*T*\)](#) generic type exposes the following members.

Events

| | Name | Description |
|--|--|-------------|
|  CanAcquireChanged | Occurs when the value of CanAcquire changes. (Inherited from SerialisableObjectPool(<i>T</i>) .) | |
|  CountChanged | Occurs when Count changes. (Inherited from SerialisableObjectPool(<i>T</i>) .) | |
|  Initialised | Occurs when the pool is initialised. (Inherited from SerialisableObjectPool(<i>T</i>) .) | |
|  ObjectAcquired | Occurs when an object is acquired from the pool. (Inherited from SerialisableObjectPool(<i>T</i>) .) | |
|  ObjectDestroyed | Occurs when an object is destroyed. (Inherited from SerialisableObjectPool(<i>T</i>) .) | |
|  ObjectInstantiated | Occurs when a new object is instantiated. (Inherited from SerialisableObjectPool(<i>T</i>) .) | |
|  ObjectReleased | Occurs when an object is released back to the pool. (Inherited from SerialisableObjectPool(<i>T</i>) .) | |

See Also

[SerialisableGenericComponentPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableObjectPool(*T*) Class

A serialisable, generic implementation of an object pool, that allows for recycling and reuse of objects of type *T*.

Inheritance Hierarchy

[System.Object](#)

Umbrace.Unity.PurePool.SerialisableObjectPool(*T*)
[Umbrace.Unity.PurePool.SerialisableGameObjectPool](#)
[Umbrace.Unity.PurePool.SerialisableGenericComponentPool\(*T*\)](#)

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[SerializableAttribute]  
public abstract class SerialisableObjectPool<T> :  
ISerializationCallbackReceiver,  
IOBJECTPool<T>, IOBJECTPool
```

Type Parameters

T

The type of object being pooled.

The SerialisableObjectPool(*T*) type exposes the following members.

Constructors

| | Name | Description |
|--|--|---|
| | SerialisableObjectPool(<i>T</i>) | Initialises a new instance of the SerialisableObjectPool(<i>T</i>) class. |

Properties

| | Name | Description |
|--|--------------------------------------|--|
| | CanAcquire | Gets a value indicating whether an instance can be acquired from the pool. An instance can be acquired when the pool contains at least one instance, or when InstantiateWhenEmpty is <i>true</i> (<i>True</i> in Visual Basic). |
| | Count | Gets the number of objects currently contained by the pool. |
| | InitialSize | Gets or sets the initial size of the pool. Cannot be set once the pool has been initialised. |
| | InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. |
| | IsEmpty | Gets a value indicating whether the pool is empty and contains no objects. |

| | |
|--|---|
|  IsFull | Gets a value indicating whether the pool is full, and cannot contain any more objects. |
|  IsInitialised | Gets a value indicating whether the pool has been initialised. |
|  Items | Gets a list of items currently contained by the pool. |
|  LogMessages | Gets or sets the level of log messaging that the pool will output. |
|  MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. |
|  RecordStatistics | Gets or sets a value indicating whether to record pool statistics. |
|  RefillPoolOnReinitialise | Gets a value indicating whether to refill the pool with new objects after the pool is reinitialised, as happens from deserialisation. |
|  Statistics | Gets an object containing general operational statistics about the pool. |

Methods

| | Name | Description |
|---|--|-------------|
|  Acquire | Acquires an object from the pool. | |
|  Clear | Clears the pool, emptying it of all pooled objects. | |
|  Contains | Determines whether an instance is in the pool. | |
|  Equals | (Inherited from Object .) | |
|  Fill | Fills the pool, populating it with pooled objects until it reaches the maximum pool size. | |
|  Finalize | (Inherited from Object .) | |
|  GetHashCode | (Inherited from Object .) | |
|  GetItems | Gets a list of items currently contained by the pool, and stores them in the specified List(T) . | |
|  GetObjectFactory | Gets a function used to create new instances of the pooled type. By default, this method uses the public parameterless constructor of type <i>T</i> . This method should be overridden in a subclass if different behaviour is required. | |
|  GetType | (Inherited from Object .) | |
|  Initialise() | Initialises the pool, populating it with objects and making it ready for use. | |
|  Initialise(Boolean) | Initialises the pool, making it ready for use, and optionally populating it with objects. | |
|  MemberwiseClone | (Inherited from Object .) | |
|  OnAfterDeserialize | Performs actions after the object has been deserialised. | |
|  OnBeforeSerialize | Performs actions prior to the object being serialised. | |
|  OnCanAcquireChanged | Raises the CanAcquireChanged event. | |
|  OnCountChanged | Raises the CountChanged event. | |

| | |
|--|---|
|  OnInitialised | Raises the Initialised event. |
|  OnObjectAcquired | Raises the ObjectAcquired event. |
|  OnObjectDestroyed | Raises the ObjectDestroyed event. |
|  OnObjectInstantiated | Raises the ObjectInstantiated event. |
|  OnObjectReleased | Raises the ObjectReleased event. |
|  Release | Releases an object back to the pool. |
|  ReleaseInternal | Releases an object back to the pool. |
|  Remove | Removes the specified instance from the pool. |
|  SetSize | Sets the number of objects contained by the pool, either destroying excess pooled objects, or instantiating new ones. |
|  ToString | (Inherited from Object .) |
|  TryAcquire | Acquires an object from the pool. |

Events

| | Name | Description |
|--|--|-------------|
|  CanAcquireChanged | Occurs when the value of CanAcquire changes. | |
|  CountChanged | Occurs when Count changes. | |
|  Initialised | Occurs when the pool is initialised. | |
|  ObjectAcquired | Occurs when an object is acquired from the pool. | |
|  ObjectDestroyed | Occurs when an object is destroyed. | |
|  ObjectInstantiated | Occurs when a new object is instantiated. | |
|  ObjectReleased | Occurs when an object is released back to the pool. | |

Fields

| | Name | Description |
|--|--|-------------|
|   DefaultInitialSize | The default initial size of newly-created pools. | |
|   DefaultMaximumPoolSize | The default maximum size of newly-created pools. | |

Remarks

By virtue of being serialisable, `SerializableObjectPool(T)` can survive an assembly reload caused by live recompilation inside of the Unity editor. However, to ensure Unity is able to serialise fields containing pools, you should subclass `SerializableObjectPool(T)` by creating a new, non-generic, class derived from it.

`SerializableObjectPool(T)` achieves this by serialising the number of instances of the object that were contained in the pool, and then recreating them after deserialisation. In other cases, it's possible to let Unity serialise the objects contained in the pool, and simply add them back into the pool after deserialisation.

Pure Pool - Object Pooling by Umbrace

To use the `SerialisableObjectPool(T)`, derive a new, non-generic, class from it and override the [`GetObjectFactory\(\)`](#) method. This method is responsible for providing an object factory that can create new instances of the desired object. Initialise a new instance of the derived class using the constructor, and then set the properties to appropriate values. Once all properties have been set, invoke the [`Initialise\(\)`](#) method. A pool cannot be used without being initialised in this way.

See Also

[Umbrace.Unity.PurePool Namespace](#)

[Umbrace.Unity.PurePool.IObjectPool\(T\)](#)

[Umbrace.Unity.PurePool.GenericObjectPool\(T\)](#)

SerialisableObjectPool(*T*) Constructor

Initialises a new instance of the [SerialisableObjectPool\(*T*\)](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected SerialisableObjectPool()
```

Remarks

An instance of [SerialisableObjectPool\(*T*\)](#) must be initialised using the [Initialise\(\)](#) method.

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableObjectPool(*T*).SerialisableObjectPool(*T*) Properties

The [SerialisableObjectPool\(*T*\)](#) generic type exposes the following members.

Properties

| | Name | Description |
|--|--|--|
| | CanAcquire | Gets a value indicating whether an instance can be acquired from the pool. An instance can be acquired when the pool contains at least one instance, or when InstantiateWhenEmpty is <code>true</code> (<code>True</code> in Visual Basic). |
| | Count | Gets the number of objects currently contained by the pool. |
| | InitialSize | Gets or sets the initial size of the pool. Cannot be set once the pool has been initialised. |
| | InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. |
| | IsEmpty | Gets a value indicating whether the pool is empty and contains no objects. |
| | IsFull | Gets a value indicating whether the pool is full, and cannot contain any more objects. |
| | IsInitialised | Gets a value indicating whether the pool has been initialised. |
| | Items | Gets a list of items currently contained by the pool. |
| | LogMessages | Gets or sets the level of log messaging that the pool will output. |
| | MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. |
| | RecordStatistics | Gets or sets a value indicating whether to record pool statistics. |
| | RefillPoolOnReinitialise | Gets a value indicating whether to refill the pool with new objects after the pool is reinitialised, as happens from deserialisation. |
| | Statistics | Gets an object containing general operational statistics about the pool. |

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerializableObjectPool(*T*).CanAcquire Property

Gets a value indicating whether an instance can be acquired from the pool.

An instance can be acquired when the pool contains at least one instance, or when [InstantiateWhenEmpty](#) is `true` (`True` in Visual Basic).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool CanAcquire { get; }
```

Property Value

Type: [Boolean](#)

Remarks

This property cannot be accessed until the pool has been initialised.

See Also

[SerializableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerializableObjectPool\(*T*\).IsEmpty](#)

[SerializableObjectPool\(*T*\).InstantiateWhenEmpty](#)

[SerializableObjectPool\(*T*\).CanAcquireChanged](#)

SerialisableObjectPool(*T*).Count Property

Gets the number of objects currently contained by the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public int Count { get; }
```

Property Value

Type: [Int32](#)

Implements

[IObjectPool.Count](#)

Remarks

This property cannot be accessed until the pool has been initialised.

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableObjectPool\(*T*\).IsInitialised](#)

[SerialisableObjectPool\(*T*\).IsFull](#)

[SerialisableObjectPool\(*T*\).IsEmpty](#)

[SerialisableObjectPool\(*T*\).InitialSize](#)

[SerialisableObjectPool\(*T*\).MaximumSize](#)

[SerialisableObjectPool\(*T*\).CountChanged](#)

SerialisableObjectPool(*T*).InitialSize Property

Gets or sets the initial size of the pool. Cannot be set once the pool has been initialised.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public int InitialSize { get; set; }
```

Property Value

Type: [Int32](#)

Remarks

This property cannot be set once the pool has been initialised.

The initial size must be greater than, or equal to, zero. It cannot be a negative number.

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableObjectPool\(*T*\).Count](#)

[SerialisableObjectPool\(*T*\).MaximumSize](#)

SerialisableObjectPool(*T*).InstantiateWhenEmpty Property

Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool InstantiateWhenEmpty { get; set; }
```

Property Value

Type: [Boolean](#)

Implements

[IObjectPool.InstantiateWhenEmpty](#)

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerializableObjectPool(*T*).IsEmpty Property

Gets a value indicating whether the pool is empty and contains no objects.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool IsEmpty { get; }
```

Property Value

Type: [Boolean](#)

Remarks

This property cannot be accessed until the pool has been initialised.

See Also

[SerializableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerializableObjectPool\(*T*\).Count](#)

[SerializableObjectPool\(*T*\).IsFull](#)

SerializableObjectPool(*T*).IsFull Property

Gets a value indicating whether the pool is full, and cannot contain any more objects.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool IsFull { get; }
```

Property Value

Type: [Boolean](#)

Remarks

This property cannot be accessed until the pool has been initialised.

See Also

[SerializableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerializableObjectPool\(*T*\).Count](#)

[SerializableObjectPool\(*T*\).IsEmpty](#)

SerialisableObjectPool(*T*).IsInitialised Property

Gets a value indicating whether the pool has been initialised.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool IsInitialised { get; }
```

Property Value

Type: [Boolean](#)

Remarks

An initialised pool cannot have its [InitialSize](#) property changed.

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableObjectPool\(*T*\).Initialise\(\)](#)

SerialisableObjectPool(*T*).Items Property

Gets a list of items currently contained by the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public IList<T> Items { get; }
```

Property Value

Type: [IList\(*T*\)](#)

Implements

[IObjectPool\(*T*\).Items](#)

Remarks

This property cannot be accessed until the pool has been initialised.

This property always creates a new [List\(*T*\)](#) each time the property getter is accessed. For performance reasons the value should be cached where possible, to avoid the costs of object instantiation and garbage collection.

See the [GetItems\(List\(*T*\)\)](#) method for a way to avoid the allocation of a new [List\(*T*\)](#) object.

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableObjectPool\(*T*\).GetItems\(List\(*T*\)\)](#)

SerialisableObjectPool(*T*).LogMessages Property

Gets or sets the level of log messaging that the pool will output.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public LogLevel LogMessages { get; set; }
```

Property Value

Type: [LogLevel](#)

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableObjectPool(*T*).MaximumSize Property

Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public int MaximumSize { get; set; }
```

Property Value

Type: [Int32](#)

Implements

[IObjectPool.MaximumSize](#)

Remarks

The maximum size must be greater than, or equal to, zero. It cannot be a negative number.

If an object is released to the pool while the pool is full, the object will be destroyed.

If **MaximumSize** is set to a value lower than the current [Count](#), the pool will be reduced in size by destroying excess objects.

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableObjectPool\(*T*\).Count](#)

[SerialisableObjectPool\(*T*\).InitialSize](#)

SerialisableObjectPool(*T*).RecordStatistics Property

Gets or sets a value indicating whether to record pool statistics.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool RecordStatistics { get; set; }
```

Property Value

Type: [Boolean](#)

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableObjectPool\(*T*\).Statistics](#)

SerialisableObjectPool(*T*).RefillPoolOnReinitialise Property

Gets a value indicating whether to refill the pool with new objects after the pool is reinitialised, as happens from deserialisation.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual bool RefillPoolOnReinitialise { get; }
```

Property Value

Type: [Boolean](#)

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableObjectPool(*T*).Statistics Property

Gets an object containing general operational statistics about the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public PoolStatistics Statistics { get; }
```

Property Value

Type: [PoolStatistics](#)

Remarks

This property cannot be accessed until the pool has been initialised.

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableObjectPool(*T*).SerialisableObjectPool(*T*) Methods

The [SerialisableObjectPool\(*T*\)](#) generic type exposes the following members.

Methods

| | Name | Description |
|---|--------------------------------------|--|
| ≡ | Acquire | Acquires an object from the pool. |
| ≡ | Clear | Clears the pool, emptying it of all pooled objects. |
| ≡ | Contains | Determines whether an instance is in the pool. |
| ≡ | Equals | (Inherited from Object .) |
| ≡ | Fill | Fills the pool, populating it with pooled objects until it reaches the maximum pool size. |
| 💡 | Finalize | (Inherited from Object .) |
| ≡ | GetHashCode | (Inherited from Object .) |
| ≡ | GetItems | Gets a list of items currently contained by the pool, and stores them in the specified List(<i>T</i>) . |
| 💡 | GetObjectFactory | Gets a function used to create new instances of the pooled type. By default, this method uses the public parameterless constructor of type <i>T</i> . This method should be overridden in a subclass if different behaviour is required. |
| ≡ | GetType | (Inherited from Object .) |
| ≡ | Initialise() | Initialises the pool, populating it with objects and making it ready for use. |
| 💡 | Initialise(Boolean) | Initialises the pool, making it ready for use, and optionally populating it with objects. |
| 💡 | MemberwiseClone | (Inherited from Object .) |
| 💡 | OnAfterDeserialize | Performs actions after the object has been deserialised. |
| 💡 | OnBeforeSerialize | Performs actions prior to the object being serialised. |
| 💡 | OnCanAcquireChanged | Raises the CanAcquireChanged event. |
| 💡 | OnCountChanged | Raises the CountChanged event. |
| 💡 | OnInitialised | Raises the Initialised event. |
| 💡 | OnObjectAcquired | Raises the ObjectAcquired event. |
| 💡 | OnObjectDestroyed | Raises the ObjectDestroyed event. |
| 💡 | OnObjectInstantiated | Raises the ObjectInstantiated event. |
| 💡 | OnObjectReleased | Raises the ObjectReleased event. |
| ≡ | Release | Releases an object back to the pool. |
| 💡 | ReleaseInternal | Releases an object back to the pool. |
| ≡ | Remove | Removes the specified instance from the pool. |

| | |
|--|---|
|  SetSize | Sets the number of objects contained by the pool, either destroying excess pooled objects, or instantiating new ones. |
|  ToString | (Inherited from Object .) |
|  TryAcquire | Acquires an object from the pool. |

See Also

[SerialisableObjectPool\(T\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableObjectPool(*T*).Acquire Method

Acquires an object from the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public T Acquire()
```

Return Value

Type: *T*

An object from the pool.

Implements

[IObjectPool\(*T*\).Acquire\(\)](#)

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableObjectPool\(*T*\).CanAcquire](#)

[SerialisableObjectPool\(*T*\).TryAcquire\(*T*\)](#)

[SerialisableObjectPool\(*T*\).Release\(*T*\)](#)

SerialisableObjectPool(*T*).Clear Method

Clears the pool, emptying it of all pooled objects.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void Clear()
```

Implements

[IObjectPool.Clear\(\)](#)

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableObjectPool\(*T*\).SetSize\(Int32\)](#)

[SerialisableObjectPool\(*T*\).Fill\(\)](#)

SerializableObjectPool(*T*).Contains Method

Determines whether an instance is in the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool Contains(  
    T instance  
)
```

Parameters

instance

Type: *T*

The instance of the source object to locate in the pool.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if *instance* is found in the pool; otherwise, `false` (`False` in Visual Basic).

See Also

[SerializableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableObjectPool(*T*).Fill Method

Fills the pool, populating it with pooled objects until it reaches the maximum pool size.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void Fill()
```

Implements

[IObjectPool.Fill\(\)](#)

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableObjectPool\(*T*\).SetSize\(Int32\)](#)

[SerialisableObjectPool\(*T*\).Clear\(\)](#)

[SerialisableObjectPool\(*T*\).MaximumSize](#)

SerialisableObjectPool(*T*).GetItems Method

Gets a list of items currently contained by the pool, and stores them in the specified [List\(*T*\)](#).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void GetItems(  
    List<T> list  
)
```

Parameters

list

Type: [System.Collections.Generic.List\(*T*\)](#)

The existing list in which the items should be stored.

Implements

[IObjectPool\(*T*\).GetItems\(List\(*T*\)\)](#)

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableObjectPool\(*T*\).Items](#)

SerialisableObjectPool(*T*).GetObjectFactory Method

Gets a function used to create new instances of the pooled type. By default, this method uses the public parameterless constructor of type *T*. This method should be overridden in a subclass if different behaviour is required.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual Func<T> GetObjectFactory()
```

Return Value

Type: [Func\(*T*\)](#)

A function that can be used to create new instances of the pooled type.

Exceptions

| Exception | Condition |
|---|---|
| InvalidOperationException | No public parameterless constructor could be found on type <i>T</i> . |

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableObjectPool(*T*).Initialise Method

Overload List

| | Name | Description |
|---|-------------------------------------|---|
|  Initialise() | Initialise() | Initialises the pool, populating it with objects and making it ready for use. |
|  Initialise(Boolean) | Initialise(Boolean) | Initialises the pool, making it ready for use, and optionally populating it with objects. |

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableObjectPool(*T*).Initialise Method

Initialises the pool, populating it with objects and making it ready for use.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void Initialise()
```

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Initialise Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableObjectPool(*T*).Initialise Method (Boolean)

Initialises the pool, making it ready for use, and optionally populating it with objects.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected void Initialise(  
    bool reinitialise  
)
```

Parameters

reinitialise

Type: [System.Boolean](#)

A value indicating whether the pool is being reinitialised after deserialisation.

Exceptions

| Exception | Condition |
|---|--|
| InvalidOperationException | No public parameterless constructor could be found on type <i>T</i> , or, GetObjectFactory() threw an exception. |

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Initialise Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableObjectPool(*T*).OnAfterDeserialize Method

Performs actions after the object has been deserialised.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnAfterDeserialize()
```

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableObjectPool(*T*).OnBeforeSerialize Method

Performs actions prior to the object being serialised.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnBeforeSerialize()
```

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableObjectPool(*T*).OnCanAcquireChanged Method

Raises the [CanAcquireChanged](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnCanAcquireChanged(  
    bool canAcquire  
)
```

Parameters

canAcquire

Type: [System.Boolean](#)

The new value of [CanAcquire](#).

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableObjectPool(*T*).OnCountChanged Method

Raises the [CountChanged](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnCountChanged(  
    int count  
)
```

Parameters

count

Type: [System.Int32](#)

The new value of [Count](#).

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableObjectPool(*T*).OnInitialised Method

Raises the [Initialised](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnInitialised()
```

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableObjectPool(*T*).OnObjectAcquired Method

Raises the [ObjectAcquired](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnObjectAcquired(  
    T instance,  
    bool instantiated  
)
```

Parameters

instance

Type: *T*

The object that was acquired from the pool.

instantiated

Type: [System.Boolean](#)

A value indicating whether the acquired object was instantiated specifically for this acquisition, rather than being taken from the pool.

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableObjectPool(*T*).OnObjectDestroyed Method

Raises the [ObjectDestroyed](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnObjectDestroyed(  
    T instance  
)
```

Parameters

instance

Type: *T*

The object that was destroyed.

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableObjectPool(*T*).OnObjectInstantiated Method

Raises the [ObjectInstantiated](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnObjectInstantiated(  
    T instance  
)
```

Parameters

instance

Type: *T*

The object that was instantiated.

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableObjectPool(*T*).OnObjectReleased Method

Raises the [ObjectReleased](#) event.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void OnObjectReleased(  
    T instance,  
    bool destroying  
)
```

Parameters

instance

Type: *T*

The object that was released back to the pool.

destroying

Type: [System.Boolean](#)

A value indicating whether the released object is about to be destroyed.

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerializableObjectPool(*T*).Release Method

Releases an object back to the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void Release(  
    T instance  
)
```

Parameters

instance

Type: *T*

The object to release to the pool.

Implements

[IObjectPool\(*T*\).Release\(*T*\)](#)

See Also

[SerializableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableObjectPool(*T*).ReleaseInternal Method

Releases an object back to the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected virtual void ReleaseInternal(  
    T instance  
)
```

Parameters

instance

Type: *T*

The object to release to the pool.

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableObjectPool(*T*).Remove Method

Removes the specified instance from the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool Remove(  
    T instance  
)
```

Parameters

instance

Type: *T*

The instance of the source object that should be removed from the pool.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if the instance was found in the pool and removed; otherwise, `false` (`False` in Visual Basic).

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableObjectPool(*T*).SetSize Method

Sets the number of objects contained by the pool, either destroying excess pooled objects, or instantiating new ones.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void SetSize(  
    int poolSize  
)
```

Parameters

poolSize

Type: [System.Int32](#)

The target number of objects the pool should contain.

Implements

[IObjectPool.SetSize\(Int32\)](#)

Remarks

poolSize

cannot be a negative number, and cannot be larger than [MaximumSize](#).

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableObjectPool\(*T*\).Fill\(\)](#)

[SerialisableObjectPool\(*T*\).Clear\(\)](#)

SerialisableObjectPool(*T*).TryAcquire Method

Acquires an object from the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool TryAcquire(
    out T instance
)
```

Parameters

instance

Type: *T*

When this method returns, contains the object from the pool, if one could be acquired; otherwise, a null reference (`Nothing` in Visual Basic). This parameter is passed uninitialised.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if an object was acquired from the pool; otherwise, `false` (`False` in Visual Basic).

Implements

[IObjectPool\(*T*\).TryAcquire\(*T*\)](#)

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableObjectPool\(*T*\).Acquire\(\)](#)

[SerialisableObjectPool\(*T*\).Release\(*T*\)](#)

SerialisableObjectPool(*T*).SerialisableObjectPool(*T*) Events

The [SerialisableObjectPool\(*T*\)](#) generic type exposes the following members.

Events

| | Name | Description |
|--|------|--|
|  CanAcquireChanged | | Occurs when the value of CanAcquire changes. |
|  CountChanged | | Occurs when Count changes. |
|  Initialised | | Occurs when the pool is initialised. |
|  ObjectAcquired | | Occurs when an object is acquired from the pool. |
|  ObjectDestroyed | | Occurs when an object is destroyed. |
|  ObjectInstantiated | | Occurs when a new object is instantiated. |
|  ObjectReleased | | Occurs when an object is released back to the pool. |

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableObjectPool(*T*).CanAcquireChanged Event

Occurs when the value of [CanAcquire](#) changes.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public event EventHandler<PoolCanAcquireChangedEventArgs> CanAcquireChanged
```

Value

Type: [System.EventHandler\(PoolCanAcquireChangedEventArgs\)](#)

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableObjectPool\(*T*\).CanAcquire](#)

SerialisableObjectPool(*T*).CountChanged Event

Occurs when [Count](#) changes.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public event EventHandler<PoolCountChangedEventArgs> CountChanged
```

Value

Type: [System.EventHandler\(PoolCountChangedEventArgs\)](#)

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

[SerialisableObjectPool\(*T*\).Count](#)

SerialisableObjectPool(*T*).Initialised Event

Occurs when the pool is initialised.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public event EventHandler Initialised
```

Value

Type: [System.EventHandler](#)

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableObjectPool(*T*).ObjectAcquired Event

Occurs when an object is acquired from the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public event EventHandler<PoolObjectAcquiredEventArgs<T>> ObjectAcquired
```

Value

Type: [System.EventHandler\(PoolObjectAcquiredEventArgs\(*T*\)\)](#)

Remarks

This event will also be invoked for objects that are instantiated when the pool is empty, in addition to [ObjectInstantiated](#). In this situation, the [Instantiated](#) property is set to `true` (`True` in Visual Basic) to indicate that the acquired object was instantiated.

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerializableObjectPool(*T*).ObjectDestroyed Event

Occurs when an object is destroyed.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public event EventHandler<PoolObjectEventArgs<T>> ObjectDestroyed
```

Value

Type: [System.EventHandler\(PoolObjectEventArgs\(*T*\)\)](#)

See Also

[SerializableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableObjectPool(*T*).ObjectInstantiated Event

Occurs when a new object is instantiated.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public event EventHandler<PoolObjectEventArgs<T>> ObjectInstantiated
```

Value

Type: [System.EventHandler\(PoolObjectEventArgs\(*T*\)\)](#)

Remarks

This event can occur before the pool is fully initialised. This happens when [Initialise\(\)](#) is first called, and [InitialSize](#) is greater than zero. Care should be taken to avoid using any methods or properties on the pool that require the pool to be initialised, unless suitable checks are made to [IsInitialised](#).

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableObjectPool(*T*).ObjectReleased Event

Occurs when an object is released back to the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public event EventHandler<PoolObjectReleasedEventArgs<T>> ObjectReleased
```

Value

Type: [System.EventHandler\(PoolObjectReleasedEventArgs\(*T*\)\)](#)

Remarks

This event will also be invoked for objects that are released to a pool that has reached its maximum size.

In this situation, the [Destroying](#) property is set to `true` (`True` in Visual Basic) to indicate that the released object is about to be destroyed.

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableObjectPool(*T*).SerialisableObjectPool(*T*) Fields

The [SerialisableObjectPool\(*T*\)](#) generic type exposes the following members.

Fields

| | Name | Description |
|---|--|--|
|  | DefaultInitialSize | The default initial size of newly-created pools. |
|  | DefaultMaximumPoolSize | The default maximum size of newly-created pools. |

See Also

[SerialisableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerializableObjectPool(*T*).DefaultInitialSize Field

The default initial size of newly-created pools.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public const int DefaultInitialSize = 0
```

Field Value

Type: [Int32](#)

See Also

[SerializableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerializableObjectPool(*T*).DefaultMaximumPoolSize Field

The default maximum size of newly-created pools.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public const int DefaultMaximumPoolSize = 1000
```

Field Value

Type: [Int32](#)

See Also

[SerializableObjectPool\(*T*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableType Class

A serialisable class that represents a [Type](#).

Inheritance Hierarchy

[System.Object](#)

Umbrace.Unity.PurePool.SerialisableType

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[SerializableAttribute]
public sealed class SerialisableType : ISerializationCallbackReceiver,
    IEquatable<SerialisableType>
```

The **SerialisableType** type exposes the following members.

Constructors

| | Name | Description |
|--|--|--|
| | SerialisableType(String) | Initialises a new instance of the SerialisableType class. |
| | SerialisableType(Type) | Initialises a new instance of the SerialisableType class. |

Properties

| | Name | Description |
|--|----------------------|---------------------------------------|
| | Type | Gets or sets type of class reference. |

Methods

| | Name | Description |
|--|--|---|
| | Equals(Object) | (Overrides Object.Equals(Object) .) |
| | Equals(SerialisableType) | |
| | GetHashCode | (Overrides Object.GetHashCode() .) |
| | GetType | (Inherited from Object .) |
| | ToString | (Overrides Object.ToString() .) |

Operators

| | Name | Description |
|--|--|-------------|
| | Implicit(Type to SerialisableType) | |
| | Implicit(SerialisableType to String) | |

| | | |
|---|--|--|
|  S | Implicit(SerialisableType to Type) | |
|---|--|--|

See Also

[Umbrace.Unity.PurePool Namespace](#)

SerialisableType Constructor

Overload List

| | Name | Description |
|---|--|---|
|  | SerialisableType(String) | Initialises a new instance of the SerialisableType class. |
|  | SerialisableType(Type) | Initialises a new instance of the SerialisableType class. |

See Also

[SerialisableType Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableType Constructor (String)

Initialises a new instance of the [SerialisableType](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public SerialisableType(  
    string assemblyQualifiedName  
)
```

Parameters

assemblyQualifiedName

Type: [System.String](#)

The assembly qualified name of the type.

See Also

[SerialisableType Class](#)

[SerialisableType Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableType Constructor (Type)

Initialises a new instance of the [SerialisableType](#) class.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public SerialisableType(  
    Type type  
)
```

Parameters

type

Type: [System.Type](#)

The [Type](#) to represent.

See Also

[SerialisableType Class](#)

[SerialisableType Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableType.SerialisableType Properties

The [SerialisableType](#) type exposes the following members.

Properties

| | Name | Description |
|---|----------------------|---------------------------------------|
|  | Type | Gets or sets type of class reference. |

See Also

[SerialisableType Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerializableType.Type Property

Gets or sets type of class reference.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public Type Type { get; }
```

Property Value

Type: [Type](#)

See Also

[SerializableType Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableType.SerialisableType Methods

The [SerialisableType](#) type exposes the following members.

Methods

| | Name | Description |
|--|--|---|
| | Equals(Object) | (Overrides Object.Equals(Object) .) |
| | Equals(SerialisableType) | |
| | GetHashCode | (Overrides Object.GetHashCode() .) |
| | GetType | (Inherited from Object .) |
| | ToString | (Overrides Object.ToString() .) |

See Also

[SerialisableType Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerializableType.Equals Method

Overload List

| | Name | Description |
|---|--|---|
|  | Equals(Object) | (Overrides Object.Equals(Object) .) |
|  | Equals(SerialisableType) | |

See Also

[SerializableType Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerializableType.Equals Method (Object)

[Missing <summary> documentation for
"M:Umbrace.Unity.PurePool.SerializableType.Equals(System.Object)"]

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override bool Equals(  
    object obj  
)
```

Parameters

obj

Type: [System.Object](#)

[Missing <param name="obj"/> documentation for
"M:Umbrace.Unity.PurePool.SerializableType.Equals(System.Object)"]

Return Value

Type: [Boolean](#)

[Missing <returns> documentation for
"M:Umbrace.Unity.PurePool.SerializableType.Equals(System.Object)"]

See Also

[SerializableType Class](#)

[Equals Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

SerializableType.Equals Method (SerializableType)

[Missing <summary> documentation for
"M:Umbrace.Unity.PurePool.SerializableType.Equals(Umbrace.Unity.PurePool.SerializableType)"]

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool Equals(  
    SerializableType other  
)
```

Parameters

other

Type: [Umbrace.Unity.PurePool.SerializableType](#)

[Missing <param name="other"/> documentation for
"M:Umbrace.Unity.PurePool.SerializableType.Equals(Umbrace.Unity.PurePool.SerializableType)"]

Return Value

Type: [Boolean](#)

[Missing <returns> documentation for
"M:Umbrace.Unity.PurePool.SerializableType.Equals(Umbrace.Unity.PurePool.SerializableType)"]

Implements

[IEquatable\(T\).Equals\(T\)](#)

See Also

[SerializableType Class](#)

[Equals Overload](#)

[Umbrace.Unity.PurePool Namespace](#)

SerializableType.GetHashCode Method

[Missing <summary> documentation for "M:Umbrace.Unity.PurePool.SerializableType.GetHashCode"]

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override int GetHashCode()
```

Return Value

Type: [Int32](#)

[Missing <returns> documentation for "M:Umbrace.Unity.PurePool.SerializableType.GetHashCode"]

See Also

[SerializableType Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerializableType.ToString Method

[Missing <summary> documentation for "M:Umbrace.Unity.PurePool.SerializableType.ToString"]

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override string ToString()
```

Return Value

Type: [String](#)

[Missing <returns> documentation for "M:Umbrace.Unity.PurePool.SerializableType.ToString"]

See Also

[SerializableType Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableType.SerialisableType Type Conversions

Operators

| | Name | Description |
|--|--|-------------|
|  S | Implicit(Type to SerialisableType) | |
|  S | Implicit(SerialisableType to String) | |
|  S | Implicit(SerialisableType to Type) | |

See Also

[SerialisableType Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableType Implicit Conversion Operators

Overload List

| | Name | Description |
|--|--|-------------|
|  S | Implicit(Type to SerialisableType) | |
|  S | Implicit(SerialisableType to String) | |
|  S | Implicit(SerialisableType to Type) | |

See Also

[SerialisableType Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SerialisableType Implicit Conversion (Type to SerialisableType)

[Missing <summary> documentation for
"M:Umbrace.Unity.PurePool.SerialisableType.op_Implicit(System.Type)~Umbrace.Unity.PurePool.Seri
alisableType"]

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public static implicit operator SerialisableType (  
    Type type  
)
```

Parameters

type

Type: [System.Type](#)

[Missing <param name="type"/> documentation for

"M:Umbrace.Unity.PurePool.SerialisableType.op_Implicit(System.Type)~Umbrace.Unity.PurePool.Seri
alisableType"]

Return Value

Type: [SerialisableType](#)

[Missing <returns> documentation for

"M:Umbrace.Unity.PurePool.SerialisableType.op_Implicit(System.Type)~Umbrace.Unity.PurePool.Seri
alisableType"]

See Also

[SerialisableType Class](#)

[ImplicitOverload](#)

[Umbrace.Unity.PurePool Namespace](#)

SerializableType Implicit Conversion (SerializableType to String)

[Missing <summary> documentation for
"M:Umbrace.Unity.PurePool.SerializableType.op_Implicit(Umbrace.Unity.PurePool.SerializableType)~
System.String"]

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public static implicit operator string (
    SerializableType typeReference
)
```

Parameters

typeReference

Type: [Umbrace.Unity.PurePool.SerializableType](#)

[Missing <param name="typeReference"/> documentation for
"M:Umbrace.Unity.PurePool.SerializableType.op_Implicit(Umbrace.Unity.PurePool.SerializableType)~
System.String"]

Return Value

Type: [String](#)

[Missing <returns> documentation for
"M:Umbrace.Unity.PurePool.SerializableType.op_Implicit(Umbrace.Unity.PurePool.SerializableType)~
System.String"]

See Also

[SerializableType Class](#)

[ImplicitOverload](#)

[Umbrace.Unity.PurePool Namespace](#)

SerializableType Implicit Conversion (SerializableType to Type)

[Missing <summary> documentation for
"M:Umbrace.Unity.PurePool.SerializableType.op_Implicit(Umbrace.Unity.PurePool.SerializableType)~
System.Type"]

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public static implicit operator Type (
    SerializableType typeReference
)
```

Parameters

typeReference

Type: [Umbrace.Unity.PurePool.SerializableType](#)

[Missing <param name="typeReference"/> documentation for
"M:Umbrace.Unity.PurePool.SerializableType.op_Implicit(Umbrace.Unity.PurePool.SerializableType)~
System.Type"]

Return Value

Type: [Type](#)

[Missing <returns> documentation for
"M:Umbrace.Unity.PurePool.SerializableType.op_Implicit(Umbrace.Unity.PurePool.SerializableType)~
System.Type"]

See Also

[SerializableType Class](#)

[ImplicitOverload](#)

[Umbrace.Unity.PurePool Namespace](#)

SharedPoolSettings(TSource) Class

A container class for the shared settings that a [GameObjectPool](#) and a [ComponentPool](#) can have.

Inheritance Hierarchy

[System.Object](#)

Umbrace.Unity.PurePool.SharedPoolSettings(TSource)

[Umbrace.Unity.PurePool.ComponentPoolSettings](#)

[Umbrace.Unity.PurePool.GameObjectPoolSettings](#)

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[SerializableAttribute]  
public abstract class SharedPoolSettings<TSource> :  
ISharedPoolSettings<TSource>,  
ISharedPoolSettings
```

Type Parameters

TSource

The type of object being pooled.

The SharedPoolSettings(TSource) type exposes the following members.

Constructors

| | Name | Description |
|--|---|--|
| | SharedPoolSettings(TSource) | Initialises a new instance of the SharedPoolSettings(TSource) class, using the specified settings. |

Properties

| | Name | Description |
|--|-----------------------------------|--|
| | DontDestroyOnLoad | Gets or sets a value indicating whether the pool should persist between scene changes. |
| | Enabled | Gets or sets a value indicating whether pooling is enabled. |
| | Frozen | Gets a value indicating whether the object has been frozen, and cannot be modified. |
| | InitialiseOnStart | Gets or sets a value indicating whether to initialise the pool in the MonoBehaviour Start method. |
| | InitialSize | Gets or sets the initial size of the pool. |

| | |
|---|--|
|  InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. |
|  LogMessages | Gets or sets the level of log messaging that the pool will output. |
|  MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. |
|  NotificationMode | Gets or sets the modes in which pooled objects are notified of their acquisition from, and release to, the pool. |
|  RecordStatistics | Gets or sets a value indicating whether to record pool statistics. |
|  ReparentPooledObjects | Gets or sets a value indicating whether to re-parent the pooled objects to the pool's transform, after the objects are released. |
|  Source | Gets or sets the source object that will be pooled. |
|  WarnOnDestroy | Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use). |

Methods

| | Name | Description |
|---|---|-------------|
|  EnsureNotFrozen | Ensures the SharedPoolSettings(TSource) has not been frozen, and throws an exception if it has. | |
|  Equals | (Inherited from Object .) | |
|  Finalize | (Inherited from Object .) | |
|  Freeze | Freezes the object and prevents modifications being made to it. | |
|  GetHashCode | (Inherited from Object .) | |
|  GetType | (Inherited from Object .) | |
|  MemberwiseClone | (Inherited from Object .) | |
|  ToString | (Inherited from Object .) | |

See Also

[Umbrace.Unity.PurePool Namespace](#)

SharedPoolSettings(*TSource*) Constructor

Initialises a new instance of the [SharedPoolSettings\(*TSource*\)](#) class, using the specified settings.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected SharedPoolSettings(  
    SharedPoolSettings<TSource> settings  
)
```

Parameters

settings

Type: [Umbrace.Unity.PurePool.SharedPoolSettings\(*TSource*\)](#)

The settings to copy the values from.

See Also

[SharedPoolSettings\(*TSource*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SharedPoolSettings(*TSource*).SharedPoolSettings(*TSource*) Properties

The [SharedPoolSettings\(*TSource*\)](#) generic type exposes the following members.

Properties

| Name | Description |
|---------------------------------------|--|
| DontDestroyOnLoad | Gets or sets a value indicating whether the pool should persist between scene changes. |
| Enabled | Gets or sets a value indicating whether pooling is enabled. |
| Frozen | Gets a value indicating whether the object has been frozen, and cannot be modified. |
| InitialiseOnStart | Gets or sets a value indicating whether to initialise the pool in the MonoBehaviour Start method. |
| InitialSize | Gets or sets the initial size of the pool. |
| InstantiateWhenEmpty | Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool. |
| LogMessages | Gets or sets the level of log messaging that the pool will output. |
| MaximumSize | Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain. |
| NotificationMode | Gets or sets the modes in which pooled objects are notified of their acquisition from, and release to, the pool. |
| RecordStatistics | Gets or sets a value indicating whether to record pool statistics. |
| ReparentPooledObjects | Gets or sets a value indicating whether to re-parent the pooled objects to the pool's transform, after the objects are released. |
| Source | Gets or sets the source object that will be pooled. |
| WarnOnDestroy | Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use). |

See Also

[SharedPoolSettings\(*TSource*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SharedPoolSettings(*TSource*).DontDestroyOnLoad Property

Gets or sets a value indicating whether the pool should persist between scene changes.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool DontDestroyOnLoad { get; set; }
```

Property Value

Type: [Boolean](#)

Implements

[ISharedPoolSettings.DontDestroyOnLoad](#)

Exceptions

| Exception | Condition |
|---|---|
| InvalidOperationException | When setting the value of DontDestroyOnLoad , if the SharedPoolSettings(<i>TSource</i>) has been frozen. |

See Also

[SharedPoolSettings\(*TSource*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SharedPoolSettings(TSource).Enabled Property

Gets or sets a value indicating whether pooling is enabled.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool Enabled { get; set; }
```

Property Value

Type: [Boolean](#)

Implements

[ISharedPoolSettings.Enabled](#)

Exceptions

| Exception | Condition |
|---|--|
| InvalidOperationException | When setting the value of Enabled , if the SharedPoolSettings(TSource) has been frozen. |

See Also

[SharedPoolSettings\(TSource\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SharedPoolSettings(TSource).Frozen Property

Gets a value indicating whether the object has been frozen, and cannot be modified.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool Frozen { get; }
```

Property Value

Type: [Boolean](#)

See Also

[SharedPoolSettings\(TSource\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SharedPoolSettings(*TSource*).InitialiseOnStart Property

Gets or sets a value indicating whether to initialise the pool in the **MonoBehaviour** Start method.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool InitialiseOnStart { get; set; }
```

Property Value

Type: [Boolean](#)

Implements

[ISharedPoolSettings.InitialiseOnStart](#)

Exceptions

| Exception | Condition |
|---|--|
| InvalidOperationException | When setting the value of InitialiseOnStart , if the SharedPoolSettings(<i>TSource</i>) have been frozen. |

See Also

[SharedPoolSettings\(*TSource*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SharedPoolSettings(TSource).InitialSize Property

Gets or sets the initial size of the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public int InitialSize { get; set; }
```

Property Value

Type: [Int32](#)

Implements

[ISharedPoolSettings.InitialSize](#)

Exceptions

| Exception | Condition |
|---|---|
| InvalidOperationException | When setting the value of InitialSize , if the SharedPoolSettings(TSource) have been frozen. |

See Also

[SharedPoolSettings\(TSource\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SharedPoolSettings(*TSource*).InstantiateWhenEmpty Property

Gets or sets a value indicating whether to instantiate a new object when the pool is empty, and an attempt is made to acquire from the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool InstantiateWhenEmpty { get; set; }
```

Property Value

Type: [Boolean](#)

Implements

[ISharedPoolSettings.InstantiateWhenEmpty](#)

Exceptions

| Exception | Condition |
|---|--|
| InvalidOperationException | When setting the value of InstantiateWhenEmpty , if the SharedPoolSettings(<i>TSource</i>) has been frozen. |

See Also

[SharedPoolSettings\(*TSource*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SharedPoolSettings(TSource).LogMessages Property

Gets or sets the level of log messaging that the pool will output.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public LogLevel LogMessages { get; set; }
```

Property Value

Type: [LogLevel](#)

Implements

[ISharedPoolSettings.LogMessages](#)

Exceptions

| Exception | Condition |
|---|--|
| InvalidOperationException | When setting the value of LogMessages , if the SharedPoolSettings(TSource) has been frozen. |

See Also

[SharedPoolSettings\(TSource\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SharedPoolSettings(*TSource*).MaximumSize Property

Gets or sets the maximum size of the pool, which is the maximum number of objects it can contain.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public int MaximumSize { get; set; }
```

Property Value

Type: [Int32](#)

Implements

[ISharedPoolSettings.MaximumSize](#)

Exceptions

| Exception | Condition |
|---|---|
| InvalidOperationException | When setting the value of MaximumSize , if the SharedPoolSettings(<i>TSource</i>) has been frozen. |

See Also

[SharedPoolSettings\(*TSource*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SharedPoolSettings(*TSource*).NotificationMode Property

Gets or sets the modes in which pooled objects are notified of their acquisition from, and release to, the pool.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public NotificationMode NotificationMode { get; set; }
```

Property Value

Type: [NotificationMode](#)

Implements

[ISharedPoolSettings.NotificationMode](#)

Exceptions

| Exception | Condition |
|---|--|
| InvalidOperationException | When setting the value of NotificationMode , if the SharedPoolSettings(<i>TSource</i>) has been frozen. |

See Also

[SharedPoolSettings\(*TSource*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SharedPoolSettings(*TSource*).RecordStatistics Property

Gets or sets a value indicating whether to record pool statistics.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool RecordStatistics { get; set; }
```

Property Value

Type: [Boolean](#)

Implements

[ISharedPoolSettings.RecordStatistics](#)

Exceptions

| Exception | Condition |
|---|--|
| InvalidOperationException | When setting the value of RecordStatistics , if the SharedPoolSettings(<i>TSource</i>) has been frozen. |

See Also

[SharedPoolSettings\(*TSource*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SharedPoolSettings(*TSource*).ReparentPooledObjects Property

Gets or sets a value indicating whether to re-parent the pooled objects to the pool's transform, after the objects are released.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool ReparentPooledObjects { get; set; }
```

Property Value

Type: [Boolean](#)

Implements

[ISharedPoolSettings.ReparentPooledObjects](#)

Exceptions

| Exception | Condition |
|---|---|
| InvalidOperationException | When setting the value of ReparentPooledObjects , if the SharedPoolSettings(<i>TSource</i>) has been frozen. |

See Also

[SharedPoolSettings\(*TSource*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SharedPoolSettings(*TSource*).Source Property

Gets or sets the source object that will be pooled.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public abstract TSource Source { get; set; }
```

Property Value

Type: *TSource*

Implements

[ISharedPoolSettings\(*TSource*\).Source](#)

See Also

[SharedPoolSettings\(*TSource*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SharedPoolSettings(*TSource*).WarnOnDestroy Property

Gets or sets a value indicating whether to log a warning message when a poolable object is destroyed (either inside of the pool, or while in use).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool WarnOnDestroy { get; set; }
```

Property Value

Type: [Boolean](#)

Implements

[ISharedPoolSettings.WarnOnDestroy](#)

Exceptions

| Exception | Condition |
|---|---|
| InvalidOperationException | When setting the value of WarnOnDestroy , if the SharedPoolSettings(<i>TSource</i>) has been frozen. |

Remarks

Poolable objects should be released to the pool and re-used, rather than being destroyed. This property ensures any destruction of the pooled objects is logged.

Unfortunately, scene changes may also cause pooled objects to be destroyed. In this case, the warning message will be shown incorrectly, and can safely be ignored.

See Also

[SharedPoolSettings\(*TSource*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SharedPoolSettings(TSource).SharedPoolSettings(TSource) Methods

The [SharedPoolSettings\(TSource\)](#) generic type exposes the following members.

Methods

| | Name | Description |
|--|---------------------------------|---|
| | EnsureNotFrozen | Ensures the SharedPoolSettings(TSource) has not been frozen, and throws an exception if it has. |
| | Equals | (Inherited from Object .) |
| | Finalize | (Inherited from Object .) |
| | Freeze | Freezes the object and prevents modifications being made to it. |
| | GetHashCode | (Inherited from Object .) |
| | GetType | (Inherited from Object .) |
| | MemberwiseClone | (Inherited from Object .) |
| | ToString | (Inherited from Object .) |

See Also

[SharedPoolSettings\(TSource\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SharedPoolSettings(TSource).EnsureNotFrozen Method

Ensures the [SharedPoolSettings\(TSource\)](#) has not been frozen, and throws an exception if it has.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
protected void EnsureNotFrozen()
```

Exceptions

| Exception | Condition |
|---|---|
| InvalidOperationException | If the SharedPoolSettings(TSource) has been frozen. |

See Also

[SharedPoolSettings\(TSource\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

SharedPoolSettings(*TSource*).Freeze Method

Freezes the object and prevents modifications being made to it.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public virtual void Freeze()
```

See Also

[SharedPoolSettings\(*TSource*\)Class](#)

[Umbrace.Unity.PurePool Namespace](#)

TimeInstant Structure

Represents a single captured instant in time.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[SerializableAttribute]  
public struct TimeInstant
```

The **TimeInstant** type exposes the following members.

Constructors

| | Name | Description |
|---|-----------------------------|--|
|  | TimeInstant | Initialises a new instance of the TimeInstant struct. |

Properties

| | Name | Description |
|---|--------------------------------------|---|
|  | FrameCount | Gets the value of frameCount as of the captured instant in time. |
|  | RealtimeSinceStartup | Gets the value of realtimeSinceStartup as of the captured instant in time. |
|  | Time | Gets the value of time as of the captured instant in time. |
|  | UnscaledTime | Gets the value of unscaledTime as of the captured instant in time. |

Methods

| | Name | Description |
|---|-----------------------------|--|
|  | Equals | (Inherited from ValueType .) |
|  | GetHashCode | (Inherited from ValueType .) |
|  | GetType | (Inherited from Object .) |
|  | ToString | (Inherited from ValueType .) |

See Also

[Umbrace.Unity.PurePool Namespace](#)

TimeInstant Constructor

Initialises a new instance of the [TimeInstant](#) struct.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public TimeInstant(  
    int frameCount,  
    float realtimeSinceStartup,  
    float time,  
    float unscaledTime  
)
```

Parameters

frameCount

Type: [System.Int32](#)

The total number of frames that have passed.

realtimeSinceStartup

Type: [System.Single](#)

The real time in seconds since the game started.

time

Type: [System.Single](#)

The time at the beginning of the frame.

unscaledTime

Type: [System.Single](#)

The time-scale independent time at the beginning of the frame.

See Also

[TimeInstant Structure](#)

[Umbrace.Unity.PurePool Namespace](#)

TimelInstant.TimelInstant Properties

The [TimelInstant](#) type exposes the following members.

Properties

| | Name | Description |
|---|--------------------------------------|---|
|  | FrameCount | Gets the value of frameCount as of the captured instant in time. |
|  | RealtimeSinceStartup | Gets the value of realtimeSinceStartup as of the captured instant in time. |
|  | Time | Gets the value of time as of the captured instant in time. |
|  | UnscaledTime | Gets the value of unscaledTime as of the captured instant in time. |

See Also

[TimelInstant Structure](#)

[Umbrace.Unity.PurePool Namespace](#)

TimeInstant.FrameCount Property

Gets the value of **frameCount** as of the captured instant in time.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public int FrameCount { get; }
```

Property Value

Type: [Int32](#)

See Also

[TimeInstant Structure](#)

[Umbrace.Unity.PurePool Namespace](#)

TimeInstant.RealtimeSinceStartup Property

Gets the value of **realtimeSinceStartup** as of the captured instant in time.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public float RealtimeSinceStartup { get; }
```

Property Value

Type: [Single](#)

See Also

[TimeInstant Structure](#)

[Umbrace.Unity.PurePool Namespace](#)

TimeInstant.Time Property

Gets the value of **time** as of the captured instant in time.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public float Time { get; }
```

Property Value

Type: [Single](#)

See Also

[TimeInstant Structure](#)

[Umbrace.Unity.PurePool Namespace](#)

TimeInstant.UnscaledTime Property

Gets the value of **unscaledTime** as of the captured instant in time.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public float UnscaledTime { get; }
```

Property Value

Type: [Single](#)

See Also

[TimeInstant Structure](#)

[Umbrace.Unity.PurePool Namespace](#)

TimelInstant.TimelInstant Methods

The [TimelInstant](#) type exposes the following members.

Methods

| | Name | Description |
|--|-----------------------------|--|
| | Equals | (Inherited from ValueType .) |
| | GetHashCode | (Inherited from ValueType .) |
| | GetType | (Inherited from Object .) |
| | ToString | (Inherited from ValueType .) |

See Also

[TimelInstant Structure](#)

[Umbrace.Unity.PurePool Namespace](#)

TypeHelper Class

A static class that provides utility methods for working with **Component** types.

Inheritance Hierarchy

[System.Object](#)

Umbrace.Unity.PurePool.TypeHelper

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public static class TypeHelper
```

The **TypeHelper** type exposes the following members.

Methods

| | Name | Description |
|---|--|---|
|   | CanAddAsComponent | Gets a value indicating whether the specified Type can be added to a GameObject as a component. |
|   | DisallowMultiple | Gets a value indicating whether the specified component Type can be added multiple times to a GameObject . |
|   | FindComponentTypes | Finds all types within the current AppDomain that can be added to a GameObject as a component. |
|   | FindPoolableComponents | Gets the components that implement IPoolable for the specified <i>componentType</i> . |

See Also

[Umbrace.Unity.PurePool Namespace](#)

TypeHelper.TypeHelper Methods

The [TypeHelper](#) type exposes the following members.

Methods

| | Name | Description |
|---|--|---|
|   | CanAddAsComponent | Gets a value indicating whether the specified Type can be added to a GameObject as a component. |
|   | DisallowMultiple | Gets a value indicating whether the specified component Type can be added multiple times to a GameObject . |
|   | FindComponentTypes | Finds all types within the current AppDomain that can be added to a GameObject as a component. |
|   | FindPoolableComponents | Gets the components that implement IPoolable for the specified <i>componentType</i> . |

See Also

[TypeHelper Class](#)

[Umbrace.Unity.PurePool Namespace](#)

TypeHelper.CanAddAsComponent Method

Gets a value indicating whether the specified [Type](#) can be added to a **GameObject** as a component.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public static bool CanAddAsComponent(  
    this Type type,  
    bool allowEmptyComponentMenu = true  
)
```

Parameters

type

Type: [System.Type](#)

The type to check.

allowEmptyComponentMenu (Optional)

Type: [System.Boolean](#)

Whether to allow the component type if its **AddComponentMenu** attribute specifies an empty component menu name, meaning the component won't show up in the Add Component menu.

Return Value

Type: [Boolean](#)

`true` (`True` in Visual Basic) if the specified type can be added to a **GameObject** as a component; otherwise, `false` (`False` in Visual Basic).

Usage Note

In Visual Basic and C#, you can call this method as an instance method on any object of type [Type](#). When you use instance method syntax to call this method, omit the first parameter. For more information, see [Extension Methods \(Visual Basic\)](#) or [Extension Methods \(C# Programming Guide\)](#).

See Also

[TypeHelper Class](#)

[Umbrace.Unity.PurePool Namespace](#)

TypeHelper.DisallowMultiple Method

Gets a value indicating whether the specified component [Type](#) can be added multiple times to a [GameObject](#).

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public static bool DisallowMultiple(  
    this Type componentType  
)
```

Parameters

componentType

Type: [System.Type](#)

Return Value

Type: [Boolean](#)

true (True in Visual Basic) if the specified component type can be added multiple times; otherwise, false (False in Visual Basic).

Usage Note

In Visual Basic and C#, you can call this method as an instance method on any object of type [Type](#). When you use instance method syntax to call this method, omit the first parameter. For more information, see [Extension Methods \(Visual Basic\)](#) or [Extension Methods \(C# Programming Guide\)](#).

See Also

[TypeHelper Class](#)

[Umbrace.Unity.PurePool Namespace](#)

TypeHelper.FindComponentTypes Method

Finds all types within the current [AppDomain](#) that can be added to a **GameObject** as a component.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public static IEnumerable<Type> FindComponentTypes (
    bool allowEmptyComponentMenu = true
)
```

Parameters

allowEmptyComponentMenu (Optional)

Type: [System.Boolean](#)

Whether to include component types if the **AddComponentMenu** attribute specifies an empty component menu name, meaning the component won't show up in the Add Component menu.

Return Value

Type: [IEnumerable\(Type\)](#)

An [IEnumerable\(T\)](#) of all types that can be added as a component.

See Also

[TypeHelper Class](#)

[Umbrace.Unity.PurePool Namespace](#)

TypeHelper.FindPoolableComponents Method

Gets the components that implement [IPoolable](#) for the specified *componentType*.

Namespace: [Umbrace.Unity.PurePool](#)

Assembly: Umbrace.Unity.PurePool (in Umbrace.Unity.PurePool.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public static IEnumerable<Type> FindPoolableComponents(  
    Type componentType  
)
```

Parameters

componentType

Type: [System.Type](#)

The type whose [IPoolable](#) components should be found.

Return Value

Type: [IEnumerable\(Type\)](#)

A collection of component types that implement [IPoolable](#), and require a *componentType* component.

See Also

[TypeHelper Class](#)

[Umbrace.Unity.PurePool Namespace](#)

Umbrace.Unity.PurePool.PlayMaker Namespace

This namespace contains classes to facilitate object pooling from within PlayMaker.

Classes

| | Class | Description |
|---|--------------------------------------|--------------------|
|  | AcquireComponent | |
|  | AcquireGameObject | |
|  | CreateComponentPool | |
|  | CreateGameObjectPool | |
|  | InitialisePool | |
|  | ReleaseComponent | |
|  | ReleaseGameObject | |

AcquireComponent Class

[Missing <summary> documentation for "T:Umbrace.Unity.PurePool.PlayMaker.AcquireComponent"]

Inheritance Hierarchy

[System.Object](#)

HutongGames.PlayMaker.FsmStateAction
Umbrace.Unity.PurePool.PlayMaker.AcquireComponent

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ActionCategoryAttribute("Pooling")]
[TooltipAttribute("Acquires an instance of a Component from a pool.")]
public class AcquireComponent : FsmStateAction
```

The **AcquireComponent** type exposes the following members.

Constructors

| | Name | Description |
|---|----------------------------------|---|
|  | AcquireComponent | Initializes a new instance of the AcquireComponent class |

Properties

| | Name | Description |
|---|--------------------|--|
|  | Active | (Inherited from FsmStateAction .) |
|  | Enabled | (Inherited from FsmStateAction .) |
|  | Entered | (Inherited from FsmStateAction .) |
|  | Finished | (Inherited from FsmStateAction .) |
|  | Fsm | (Inherited from FsmStateAction .) |
|  | IsAutoNamed | (Inherited from FsmStateAction .) |
|  | isOpen | (Inherited from FsmStateAction .) |
|  | Name | (Inherited from FsmStateAction .) |
|  | Owner | (Inherited from FsmStateAction .) |
|  | State | (Inherited from FsmStateAction .) |

Methods

| | Name | Description |
|---|-----------------------------------|--|
| ≡ | AutoName | (Inherited from FsmStateAction .) |
| ≡ | Awake | (Inherited from FsmStateAction .) |
| ≡ | DoAnimatorIK | (Inherited from FsmStateAction .) |
| ≡ | DoAnimatorMove | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionEnter | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionEnter2D | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionExit | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionExit2D | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionStay | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionStay2D | (Inherited from FsmStateAction .) |
| ≡ | DoControllerColliderHit | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerEnter | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerEnter2D | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerExit | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerExit2D | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerStay | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerStay2D | (Inherited from FsmStateAction .) |
| ≡ | Equals | (Inherited from Object .) |
| ≡ | ErrorCheck | (Overrides FsmStateAction.ErrorCheck() .) |
| ≡ | Event | (Inherited from FsmStateAction .) |
| 💡 | Finalize | (Inherited from Object .) |
| ≡ | Finish | (Inherited from FsmStateAction .) |
| ≡ | GetHashCode | (Inherited from Object .) |
| ≡ | GetType | (Inherited from Object .) |
| ≡ | Init | (Inherited from FsmStateAction .) |
| ≡ | Log | (Inherited from FsmStateAction .) |
| ≡ | .LogError | (Inherited from FsmStateAction .) |
| ≡ | .LogWarning | (Inherited from FsmStateAction .) |
| 💡 | MemberwiseClone | (Inherited from Object .) |
| ≡ | OnActionTargetInvoked | (Inherited from FsmStateAction .) |
| ≡ | OnDrawActionGizmos | (Inherited from FsmStateAction .) |
| ≡ | OnDrawActionGizmosSelected | (Inherited from FsmStateAction .) |
| ≡ | OnEnter | (Overrides FsmStateAction.OnEnter() .) |

| | |
|--|---|
|  OnExit | (Inherited from FsmStateAction .) |
|  OnFixedUpdate | (Inherited from FsmStateAction .) |
|  OnGUI | (Inherited from FsmStateAction .) |
|  OnLateUpdate | (Inherited from FsmStateAction .) |
|  OnPreprocess | (Inherited from FsmStateAction .) |
|  OnUpdate | (Inherited from FsmStateAction .) |
|  Reset | (Overrides FsmStateAction.Reset() .) |
|  StartCoroutine | (Inherited from FsmStateAction .) |
|  StopCoroutine | (Inherited from FsmStateAction .) |
|  ToString | (Inherited from Object .) |

Fields

| | Name | Description |
|---|------|-------------|
|  Instance | | |
|  Manager | | |
|  Parent | | |
|  Pool | | |
|  Position | | |
|  Rotation | | |
|  SourceComponent | | |

See Also

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

AcquireComponent Constructor

Initializes a new instance of the [AcquireComponent](#) class

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version:

0.0.0.0 (1.0.0.0)

Syntax

C#

```
public AcquireComponent()
```

See Also

[AcquireComponent Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

AcquireComponent.AcquireComponent Properties

The [AcquireComponent](#) type exposes the following members.

Properties

| | Name | Description |
|--|--------------------|--|
| | Active | (Inherited from FsmStateAction .) |
| | Enabled | (Inherited from FsmStateAction .) |
| | Entered | (Inherited from FsmStateAction .) |
| | Finished | (Inherited from FsmStateAction .) |
| | Fsm | (Inherited from FsmStateAction .) |
| | IsAutoNamed | (Inherited from FsmStateAction .) |
| | IsOpen | (Inherited from FsmStateAction .) |
| | Name | (Inherited from FsmStateAction .) |
| | Owner | (Inherited from FsmStateAction .) |
| | State | (Inherited from FsmStateAction .) |

See Also

[AcquireComponent Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

AcquireComponent.AcquireComponent Methods

The [AcquireComponent](#) type exposes the following members.

Methods

| | Name | Description |
|---|---|---|
| ≡ | AutoName | (Inherited from FsmStateAction .) |
| ≡ | Awake | (Inherited from FsmStateAction .) |
| ≡ | DoAnimatorIK | (Inherited from FsmStateAction .) |
| ≡ | DoAnimatorMove | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionEnter | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionEnter2D | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionExit | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionExit2D | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionStay | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionStay2D | (Inherited from FsmStateAction .) |
| ≡ | DoControllerColliderHit | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerEnter | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerEnter2D | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerExit | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerExit2D | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerStay | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerStay2D | (Inherited from FsmStateAction .) |
| ≡ | Equals | (Inherited from Object .) |
| ≡ | ErrorCheck | (Overrides FsmStateAction.ErrorCheck() .) |
| ≡ | Event | (Inherited from FsmStateAction .) |
| 💡 | Finalize | (Inherited from Object .) |
| ≡ | Finish | (Inherited from FsmStateAction .) |
| ≡ | GetHashCode | (Inherited from Object .) |
| ≡ | GetType | (Inherited from Object .) |
| ≡ | Init | (Inherited from FsmStateAction .) |
| ≡ | Log | (Inherited from FsmStateAction .) |
| ≡ | .LogError | (Inherited from FsmStateAction .) |
| ≡ | .LogWarning | (Inherited from FsmStateAction .) |
| 💡 | MemberwiseClone | (Inherited from Object .) |
| ≡ | OnActionTargetInvoked | (Inherited from FsmStateAction .) |

| | |
|--|---|
|  OnDrawActionGizmos | (Inherited from FsmStateAction .) |
|  OnDrawActionGizmosSelected | (Inherited from FsmStateAction .) |
|  OnEnter | (Overrides FsmStateAction.OnEnter() .) |
|  OnExit | (Inherited from FsmStateAction .) |
|  OnFixedUpdate | (Inherited from FsmStateAction .) |
|  OnGUI | (Inherited from FsmStateAction .) |
|  OnLateUpdate | (Inherited from FsmStateAction .) |
|  OnPreprocess | (Inherited from FsmStateAction .) |
|  OnUpdate | (Inherited from FsmStateAction .) |
|  Reset | (Overrides FsmStateAction.Reset() .) |
|  StartCoroutine | (Inherited from FsmStateAction .) |
|  StopCoroutine | (Inherited from FsmStateAction .) |
|  ToString | (Inherited from Object .) |

See Also

[AcquireComponent Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

AcquireComponent.ErrorCheck Method

[Missing <summary> documentation for
"M:Umbrace.Unity.PurePool.PlayMaker.AcquireComponent.ErrorCheck"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override string ErrorCheck()
```

Return Value

Type: [String](#)

[Missing <returns> documentation for
"M:Umbrace.Unity.PurePool.PlayMaker.AcquireComponent.ErrorCheck"]

Implements

[IFsmStateAction.ErrorCheck\(\)](#)

See Also

[AcquireComponent Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

AcquireComponent.OnEnter Method

[Missing <summary> documentation for
"M:Umbrace.Unity.PurePool.PlayMaker.AcquireComponent.OnEnter"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override void OnEnter()
```

Implements

[IFsmStateAction.OnEnter\(\)](#)

See Also

[AcquireComponent Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

AcquireComponent.Reset Method

[Missing <summary> documentation for
"M:Umbrace.Unity.PurePool.PlayMaker.AcquireComponent.Reset"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override void Reset()
```

Implements

[IFsmStateAction.Reset\(\)](#)

See Also

[AcquireComponent Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

AcquireComponent.AcquireComponent Fields

The [AcquireComponent](#) type exposes the following members.

Fields

| | Name | Description |
|--|---------------------------------|-------------|
| | Instance | |
| | Manager | |
| | Parent | |
| | Pool | |
| | Position | |
| | Rotation | |
| | SourceComponent | |

See Also

[AcquireComponent Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

AcquireComponent.Instance Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.AcquireComponent.Instance"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[UIHintAttribute(UIHint.Variable)]
[TooltipAttribute("The instance that was acquired from the pool.")]
public FsmObject Instance
```

Field Value

Type: **FsmObject**

See Also

[AcquireComponent Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

AcquireComponent.Manager Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.AcquireComponent.Manager"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ObjectTypeAttribute(typeof(ComponentPoolManager))]  
[TooltipAttribute("The pool manager from which to acquire an instance of a  
Component.")]  
public FsmObject Manager
```

Field Value

Type: **FsmObject**

See Also

[AcquireComponent Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

AcquireComponent.Parent Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.AcquireComponent.Parent"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[TooltipAttribute("The optional parent transform that the acquired instance  
should be parented to.")]  
public FsmGameObject Parent
```

Field Value

Type: **FsmGameObject**

See Also

[AcquireComponent Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

AcquireComponent.Pool Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.AcquireComponent.Pool"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ObjectTypeAttribute(typeof(ComponentPool))]  
[TooltipAttribute("The pool from which to acquire an instance of a  
Component.")]  
public FsmObject Pool
```

Field Value

Type: **FsmObject**

See Also

[AcquireComponent Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

AcquireComponent.Position Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.AcquireComponent.Position"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[TooltipAttribute("The optional position at which to place the acquired instance. If Parent is defined, this is used as a local offset from the Parent position.")]  
public FsmVector3 Position
```

Field Value

Type: **FsmVector3**

See Also

[AcquireComponent Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

AcquireComponent.Rotation Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.AcquireComponent.Rotation"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[TooltipAttribute("The optional rotation at which to place the acquired instance. NOTE: Overrides the rotation of the Parent.")]  
public FsmVector3 Rotation
```

Field Value

Type: [FsmVector3](#)

See Also

[AcquireComponent Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

AcquireComponent.SourceComponent Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.AcquireComponent.SourceComponent"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[UIHintAttribute(UIHint.ScriptComponent)]
[TitleAttribute("Component Type")]
[TooltipAttribute("The type of component to acquire from the pool manager.")]
public FsmString SourceComponent
```

Field Value

Type: **FsmString**

See Also

[AcquireComponent Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

AcquireGameObject Class

[Missing <summary> documentation for
"T:Umbrace.Unity.PurePool.PlayMaker.AcquireGameObject"]

Inheritance Hierarchy

[System.Object](#)

HutongGames.PlayMaker.FsmStateAction
Umbrace.Unity.PurePool.PlayMaker.AcquireGameObject

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ActionCategoryAttribute("Pooling")]
[TooltipAttribute("Acquires an instance of a GameObject from a pool.")]
public class AcquireGameObject : FsmStateAction
```

The **AcquireGameObject** type exposes the following members.

Constructors

| | Name | Description |
|---|-----------------------------------|--|
|  | AcquireGameObject | Initializes a new instance of the AcquireGameObject class |

Properties

| | Name | Description |
|---|--------------------|--|
|  | Active | (Inherited from FsmStateAction .) |
|  | Enabled | (Inherited from FsmStateAction .) |
|  | Entered | (Inherited from FsmStateAction .) |
|  | Finished | (Inherited from FsmStateAction .) |
|  | Fsm | (Inherited from FsmStateAction .) |
|  | IsAutoNamed | (Inherited from FsmStateAction .) |
|  | isOpen | (Inherited from FsmStateAction .) |
|  | Name | (Inherited from FsmStateAction .) |
|  | Owner | (Inherited from FsmStateAction .) |
|  | State | (Inherited from FsmStateAction .) |

Methods

| | Name | Description |
|---|-----------------------------------|---|
| ≡ | AutoName | (Inherited from FsmStateAction .) |
| ≡ | Awake | (Inherited from FsmStateAction .) |
| ≡ | DoAnimatorIK | (Inherited from FsmStateAction .) |
| ≡ | DoAnimatorMove | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionEnter | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionEnter2D | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionExit | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionExit2D | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionStay | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionStay2D | (Inherited from FsmStateAction .) |
| ≡ | DoControllerColliderHit | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerEnter | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerEnter2D | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerExit | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerExit2D | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerStay | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerStay2D | (Inherited from FsmStateAction .) |
| ≡ | Equals | (Inherited from Object .) |
| ≡ | ErrorCheck | (Inherited from FsmStateAction .) |
| ≡ | Event | (Inherited from FsmStateAction .) |
| 💡 | Finalize | (Inherited from Object .) |
| ≡ | Finish | (Inherited from FsmStateAction .) |
| ≡ | GetHashCode | (Inherited from Object .) |
| ≡ | GetType | (Inherited from Object .) |
| ≡ | Init | (Inherited from FsmStateAction .) |
| ≡ | Log | (Inherited from FsmStateAction .) |
| ≡ | .LogError | (Inherited from FsmStateAction .) |
| ≡ | .LogWarning | (Inherited from FsmStateAction .) |
| 💡 | MemberwiseClone | (Inherited from Object .) |
| ≡ | OnActionTargetInvoked | (Inherited from FsmStateAction .) |
| ≡ | OnDrawActionGizmos | (Inherited from FsmStateAction .) |
| ≡ | OnDrawActionGizmosSelected | (Inherited from FsmStateAction .) |
| ≡ | OnEnter | (Overrides FsmStateAction.OnEnter() .) |

| | |
|--|---|
|  OnExit | (Inherited from FsmStateAction .) |
|  OnFixedUpdate | (Inherited from FsmStateAction .) |
|  OnGUI | (Inherited from FsmStateAction .) |
|  OnLateUpdate | (Inherited from FsmStateAction .) |
|  OnPreprocess | (Inherited from FsmStateAction .) |
|  OnUpdate | (Inherited from FsmStateAction .) |
|  Reset | (Overrides FsmStateAction.Reset() .) |
|  StartCoroutine | (Inherited from FsmStateAction .) |
|  StopCoroutine | (Inherited from FsmStateAction .) |
|  ToString | (Inherited from Object .) |

Fields

| | Name | Description |
|--|------|-------------|
|  Instance | | |
|  Parent | | |
|  Pool | | |
|  Position | | |
|  Rotation | | |

See Also

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

AcquireGameObject Constructor

Initializes a new instance of the [AcquireGameObject](#) class

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version:

0.0.0.0 (1.0.0.0)

Syntax

C#

```
public AcquireGameObject()
```

See Also

[AcquireGameObject Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

AcquireGameObject.AcquireGameObject Properties

The [AcquireGameObject](#) type exposes the following members.

Properties

| | Name | Description |
|--|--------------------|--|
| | Active | (Inherited from FsmStateAction .) |
| | Enabled | (Inherited from FsmStateAction .) |
| | Entered | (Inherited from FsmStateAction .) |
| | Finished | (Inherited from FsmStateAction .) |
| | Fsm | (Inherited from FsmStateAction .) |
| | IsAutoNamed | (Inherited from FsmStateAction .) |
| | IsOpen | (Inherited from FsmStateAction .) |
| | Name | (Inherited from FsmStateAction .) |
| | Owner | (Inherited from FsmStateAction .) |
| | State | (Inherited from FsmStateAction .) |

See Also

[AcquireGameObject Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

AcquireGameObject.AcquireGameObject Methods

The [AcquireGameObject](#) type exposes the following members.

Methods

| | Name | Description |
|---|--------------------------------|---|
| ≡ | AutoName | (Inherited from FsmStateAction .) |
| ≡ | Awake | (Inherited from FsmStateAction .) |
| ≡ | DoAnimatorIK | (Inherited from FsmStateAction .) |
| ≡ | DoAnimatorMove | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionEnter | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionEnter2D | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionExit | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionExit2D | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionStay | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionStay2D | (Inherited from FsmStateAction .) |
| ≡ | DoControllerColliderHit | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerEnter | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerEnter2D | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerExit | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerExit2D | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerStay | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerStay2D | (Inherited from FsmStateAction .) |
| ≡ | Equals | (Inherited from Object .) |
| ≡ | ErrorCheck | (Inherited from FsmStateAction .) |
| ≡ | Event | (Inherited from FsmStateAction .) |
| 💡 | Finalize | (Inherited from Object .) |
| ≡ | Finish | (Inherited from FsmStateAction .) |
| ≡ | GetHashCode | (Inherited from Object .) |
| ≡ | GetType | (Inherited from Object .) |
| ≡ | Init | (Inherited from FsmStateAction .) |
| ≡ | Log | (Inherited from FsmStateAction .) |
| ≡ | .LogError | (Inherited from FsmStateAction .) |
| ≡ | .LogWarning | (Inherited from FsmStateAction .) |
| 💡 | MemberwiseClone | (Inherited from Object .) |
| ≡ | OnActionTargetInvoked | (Inherited from FsmStateAction .) |

| | |
|--|---|
|  OnDrawActionGizmos | (Inherited from FsmStateAction .) |
|  OnDrawActionGizmosSelected | (Inherited from FsmStateAction .) |
|  OnEnter | (Overrides FsmStateAction.OnEnter().) |
|  OnExit | (Inherited from FsmStateAction .) |
|  OnFixedUpdate | (Inherited from FsmStateAction .) |
|  OnGUI | (Inherited from FsmStateAction .) |
|  OnLateUpdate | (Inherited from FsmStateAction .) |
|  OnPreprocess | (Inherited from FsmStateAction .) |
|  OnUpdate | (Inherited from FsmStateAction .) |
|  Reset | (Overrides FsmStateAction.Reset().) |
|  StartCoroutine | (Inherited from FsmStateAction .) |
|  StopCoroutine | (Inherited from FsmStateAction .) |
|  ToString | (Inherited from Object .) |

See Also

[AcquireGameObject Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

AcquireGameObject.OnEnter Method

[Missing <summary> documentation for
"M:Umbrace.Unity.PurePool.PlayMaker.AcquireGameObject.OnEnter"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override void OnEnter()
```

Implements

[IFsmStateAction.OnEnter\(\)](#)

See Also

[AcquireGameObject Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

AcquireGameObject.Reset Method

[Missing <summary> documentation for
"M:Umbrace.Unity.PurePool.PlayMaker.AcquireGameObject.Reset"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override void Reset()
```

Implements

[IFsmStateAction.Reset\(\)](#)

See Also

[AcquireGameObject Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

AcquireGameObject.AcquireGameObject Fields

The [AcquireGameObject](#) type exposes the following members.

Fields

| | Name | Description |
|--|--------------------------|-------------|
| | Instance | |
| | Parent | |
| | Pool | |
| | Position | |
| | Rotation | |

See Also

[AcquireGameObject Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

AcquireGameObject.Instance Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.AcquireGameObject.Instance"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[UIHintAttribute(UIHint.Variable)]
[TooltipAttribute("The instance that was acquired from the pool.")]
public FsmGameObject Instance
```

Field Value

Type: **FsmGameObject**

See Also

[AcquireGameObject Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

AcquireGameObject.Parent Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.AcquireGameObject.Parent"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[TooltipAttribute("The optional parent transform that the acquired instance  
should be parented to.")]  
public FsmGameObject Parent
```

Field Value

Type: **FsmGameObject**

See Also

[AcquireGameObject Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

AcquireGameObject.Pool Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.AcquireGameObject.Pool"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[RequiredFieldAttribute]
[ObjectTypeAttribute(typeof(GameObjectPool))]
[TooltipAttribute("The pool from which to acquire an instance of a
GameObject.")]
public FsmObject Pool
```

Field Value

Type: **FsmObject**

See Also

[AcquireGameObject Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

AcquireGameObject.Position Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.AcquireGameObject.Position"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[TooltipAttribute("The optional position at which to place the acquired instance. If Parent is defined, this is used as a local offset from the Parent position.")]  
public FsmVector3 Position
```

Field Value

Type: **FsmVector3**

See Also

[AcquireGameObject Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

AcquireGameObject.Rotation Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.AcquireGameObject.Rotation"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[TooltipAttribute("The optional rotation at which to place the acquired instance. NOTE: Overrides the rotation of the Parent.")]  
public FsmVector3 Rotation
```

Field Value

Type: [FsmVector3](#)

See Also

[AcquireGameObject Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateComponentPool Class

[Missing <summary> documentation for "T:Umbrace.Unity.PurePool.PlayMaker.CreateComponentPool"]

Inheritance Hierarchy

[System.Object](#)

HutongGames.PlayMaker.FsmStateAction
Umbrace.Unity.PurePool.PlayMaker.CreateComponentPool

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ActionCategoryAttribute("Pooling")]
[TooltipAttribute("Creates a new ComponentPool pool.")]
public class CreateComponentPool : FsmStateAction
```

The **CreateComponentPool** type exposes the following members.

Constructors

| | Name | Description |
|---|-------------------------------------|--|
|  | CreateComponentPool | Initializes a new instance of the CreateComponentPool class |

Properties

| | Name | Description |
|---|--------------------|--|
|  | Active | (Inherited from FsmStateAction .) |
|  | Enabled | (Inherited from FsmStateAction .) |
|  | Entered | (Inherited from FsmStateAction .) |
|  | Finished | (Inherited from FsmStateAction .) |
|  | Fsm | (Inherited from FsmStateAction .) |
|  | IsAutoNamed | (Inherited from FsmStateAction .) |
|  | isOpen | (Inherited from FsmStateAction .) |
|  | Name | (Inherited from FsmStateAction .) |
|  | Owner | (Inherited from FsmStateAction .) |
|  | State | (Inherited from FsmStateAction .) |

Methods

| | Name | Description |
|---|-----------------------------------|---|
| ≡ | AutoName | (Inherited from FsmStateAction .) |
| ≡ | Awake | (Inherited from FsmStateAction .) |
| ≡ | DoAnimatorIK | (Inherited from FsmStateAction .) |
| ≡ | DoAnimatorMove | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionEnter | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionEnter2D | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionExit | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionExit2D | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionStay | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionStay2D | (Inherited from FsmStateAction .) |
| ≡ | DoControllerColliderHit | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerEnter | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerEnter2D | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerExit | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerExit2D | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerStay | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerStay2D | (Inherited from FsmStateAction .) |
| ≡ | Equals | (Inherited from Object .) |
| ≡ | ErrorCheck | (Inherited from FsmStateAction .) |
| ≡ | Event | (Inherited from FsmStateAction .) |
| 💡 | Finalize | (Inherited from Object .) |
| ≡ | Finish | (Inherited from FsmStateAction .) |
| ≡ | GetHashCode | (Inherited from Object .) |
| ≡ | GetType | (Inherited from Object .) |
| ≡ | Init | (Inherited from FsmStateAction .) |
| ≡ | Log | (Inherited from FsmStateAction .) |
| ≡ | .LogError | (Inherited from FsmStateAction .) |
| ≡ | .LogWarning | (Inherited from FsmStateAction .) |
| 💡 | MemberwiseClone | (Inherited from Object .) |
| ≡ | OnActionTargetInvoked | (Inherited from FsmStateAction .) |
| ≡ | OnDrawActionGizmos | (Inherited from FsmStateAction .) |
| ≡ | OnDrawActionGizmosSelected | (Inherited from FsmStateAction .) |
| ≡ | OnEnter | (Overrides FsmStateAction.OnEnter() .) |

| | | |
|---|--------------------------------|---|
|  | OnExit | (Inherited from FsmStateAction .) |
|  | OnFixedUpdate | (Inherited from FsmStateAction .) |
|  | OnGUI | (Inherited from FsmStateAction .) |
|  | OnLateUpdate | (Inherited from FsmStateAction .) |
|  | OnPreprocess | (Inherited from FsmStateAction .) |
|  | OnUpdate | (Inherited from FsmStateAction .) |
|  | Reset | (Overrides FsmStateAction.Reset() .) |
|  | StartCoroutine | (Inherited from FsmStateAction .) |
|  | StopCoroutine | (Inherited from FsmStateAction .) |
|  | ToString | (Inherited from Object .) |

Fields

| | Name | Description |
|---|---------------------------------------|-------------|
|  | Container | |
|  | DontDestroyOnLoad | |
|  | InitialiseOnStart | |
|  | InitialPoolSize | |
|  | InstantiateWhenEmpty | |
|  | LogMessages | |
|  | MaximumPoolSize | |
|  | NotificationMode | |
|  | Pool | |
|  | RecordStatistics | |
|  | ReparentPooledObjects | |
|  | SourceComponent | |

See Also

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateComponentPool Constructor

Initializes a new instance of the [CreateComponentPool](#) class

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version:

0.0.0.0 (1.0.0.0)

Syntax

C#

```
public CreateComponentPool()
```

See Also

[CreateComponentPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateComponentPool.CreateComponentPool Properties

The [CreateComponentPool](#) type exposes the following members.

Properties

| | Name | Description |
|--|--------------------|--|
| | Active | (Inherited from FsmStateAction .) |
| | Enabled | (Inherited from FsmStateAction .) |
| | Entered | (Inherited from FsmStateAction .) |
| | Finished | (Inherited from FsmStateAction .) |
| | Fsm | (Inherited from FsmStateAction .) |
| | IsAutoNamed | (Inherited from FsmStateAction .) |
| | IsOpen | (Inherited from FsmStateAction .) |
| | Name | (Inherited from FsmStateAction .) |
| | Owner | (Inherited from FsmStateAction .) |
| | State | (Inherited from FsmStateAction .) |

See Also

[CreateComponentPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateComponentPool.CreateComponentPool Methods

The [CreateComponentPool](#) type exposes the following members.

Methods

| | Name | Description |
|---|---|---|
| ≡ | AutoName | (Inherited from FsmStateAction .) |
| ≡ | Awake | (Inherited from FsmStateAction .) |
| ≡ | DoAnimatorIK | (Inherited from FsmStateAction .) |
| ≡ | DoAnimatorMove | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionEnter | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionEnter2D | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionExit | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionExit2D | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionStay | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionStay2D | (Inherited from FsmStateAction .) |
| ≡ | DoControllerColliderHit | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerEnter | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerEnter2D | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerExit | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerExit2D | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerStay | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerStay2D | (Inherited from FsmStateAction .) |
| ≡ | Equals | (Inherited from Object .) |
| ≡ | ErrorCheck | (Inherited from FsmStateAction .) |
| ≡ | Event | (Inherited from FsmStateAction .) |
| 💡 | Finalize | (Inherited from Object .) |
| ≡ | Finish | (Inherited from FsmStateAction .) |
| ≡ | GetHashCode | (Inherited from Object .) |
| ≡ | GetType | (Inherited from Object .) |
| ≡ | Init | (Inherited from FsmStateAction .) |
| ≡ | Log | (Inherited from FsmStateAction .) |
| ≡ | .LogError | (Inherited from FsmStateAction .) |
| ≡ | .LogWarning | (Inherited from FsmStateAction .) |
| 💡 | MemberwiseClone | (Inherited from Object .) |
| ≡ | OnActionTargetInvoked | (Inherited from FsmStateAction .) |

| | |
|--|---|
|  OnDrawActionGizmos | (Inherited from FsmStateAction .) |
|  OnDrawActionGizmosSelected | (Inherited from FsmStateAction .) |
|  OnEnter | (Overrides FsmStateAction.OnEnter().) |
|  OnExit | (Inherited from FsmStateAction .) |
|  OnFixedUpdate | (Inherited from FsmStateAction .) |
|  OnGUI | (Inherited from FsmStateAction .) |
|  OnLateUpdate | (Inherited from FsmStateAction .) |
|  OnPreprocess | (Inherited from FsmStateAction .) |
|  OnUpdate | (Inherited from FsmStateAction .) |
|  Reset | (Overrides FsmStateAction.Reset().) |
|  StartCoroutine | (Inherited from FsmStateAction .) |
|  StopCoroutine | (Inherited from FsmStateAction .) |
|  ToString | (Inherited from Object .) |

See Also

[CreateComponentPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateComponentPool.OnEnter Method

[Missing <summary> documentation for
"M:Umbrace.Unity.PurePool.PlayMaker.CreateComponentPool.OnEnter"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override void OnEnter()
```

Implements

[IFsmStateAction.OnEnter\(\)](#)

See Also

[CreateComponentPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateComponentPool.Reset Method

[Missing <summary> documentation for
"M:Umbrace.Unity.PurePool.PlayMaker.CreateComponentPool.Reset"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override void Reset()
```

Implements

[IFsmStateAction.Reset\(\)](#)

See Also

[CreateComponentPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateComponentPool.CreateComponentPool Fields

The [CreateComponentPool](#) type exposes the following members.

Fields

| | Name | Description |
|---|---------------------------------------|-------------|
| ◆ | Container | |
| ◆ | DontDestroyOnLoad | |
| ◆ | InitialiseOnStart | |
| ◆ | InitialPoolSize | |
| ◆ | InstantiateWhenEmpty | |
| ◆ | LogMessages | |
| ◆ | MaximumPoolSize | |
| ◆ | NotificationMode | |
| ◆ | Pool | |
| ◆ | RecordStatistics | |
| ◆ | ReparentPooledObjects | |
| ◆ | SourceComponent | |

See Also

[CreateComponentPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateComponentPool.Container Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.CreateComponentPool.Container"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[RequiredFieldAttribute]
[TooltipAttribute("The GameObject to create the pool component on.")]
public FsmOwnerDefault Container
```

Field Value

Type: **FsmOwnerDefault**

See Also

[CreateComponentPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateComponentPool.DontDestroyOnLoad Field

[Missing <summary> documentation for

"F:Umbrace.Unity.PurePool.PlayMaker.CreateComponentPool.DontDestroyOnLoad"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version:

0.0.0.0 (1.0.0.0)

Syntax

C#

```
[TooltipAttribute("Whether the pool should persist between scene changes.")]  
public FsmBool DontDestroyOnLoad
```

Field Value

Type: **FsmBool**

See Also

[CreateComponentPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateComponentPool.InitialiseOnStart Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.CreateComponentPool.InitialiseOnStart"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[TooltipAttribute("Whether to initialise the pool in the Start method.")]  
public FsmBool InitialiseOnStart
```

Field Value

Type: **FsmBool**

See Also

[CreateComponentPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateComponentPool.InitialPoolSize Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.CreateComponentPool.InitialPoolSize"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[TooltipAttribute("The initial size of the pool.")]
public FsmInt InitialPoolSize
```

Field Value

Type: **FsmInt**

See Also

[CreateComponentPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateComponentPool.InstantiateWhenEmpty Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.CreateComponentPool.InstantiateWhenEmpty"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[TooltipAttribute("Whether the pool should instantiate a new component when  
the pool is empty, and an attempt is made to acquire from the pool.")]  
public FsmBool InstantiateWhenEmpty
```

Field Value

Type: **FsmBool**

See Also

[CreateComponentPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateComponentPool.LogMessages Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.CreateComponentPool.LogMessages"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[TooltipAttribute("The level of log messaging that the pool will output.")]  
[ObjectTypeAttribute(typeof(LogLevel))]  
public FsmEnum LogMessages
```

Field Value

Type: **FsmEnum**

See Also

[CreateComponentPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateComponentPool.MaximumPoolSize Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.CreateComponentPool.MaximumPoolSize"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[TooltipAttribute("The maximum size of the pool, which is the maximum number  
of objects it can contain.")]  
public FsmInt MaximumPoolSize
```

Field Value

Type: **FsmInt**

See Also

[CreateComponentPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateComponentPool.NotificationMode Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.CreateComponentPool.NotificationMode"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[TooltipAttribute("The modes in which pooled objects are notified of their acquisition from, and release to, the pool.")]
[ObjectTypeAttribute(typeof(NotificationMode))]
public FsmEnum NotificationMode
```

Field Value

Type: **FsmEnum**

See Also

[CreateComponentPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateComponentPool.Pool Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.CreateComponentPool.Pool"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[UIHintAttribute(UIHint.Variable)]
[ObjectTypeAttribute(typeof(ComponentPool))]
[TooltipAttribute("The newly-created ComponentPool.")]
public FsmObject Pool
```

Field Value

Type: **FsmObject**

See Also

[CreateComponentPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateComponentPool.RecordStatistics Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.CreateComponentPool.RecordStatistics"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[TooltipAttribute("Whether to record pool statistics.")]  
public FsmBool RecordStatistics
```

Field Value

Type: **FsmBool**

See Also

[CreateComponentPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateComponentPool.ReparentPooledObjects Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.CreateComponentPool.ReparentPooledObjects"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[TooltipAttribute("Whether to re-parent the pooled objects to the pool's transform, after the objects are released.")]  
public FsmBool ReparentPooledObjects
```

Field Value

Type: **FsmBool**

See Also

[CreateComponentPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateComponentPool.SourceComponent Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.CreateComponentPool.SourceComponent"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[RequiredFieldAttribute]
[UIHintAttribute(UIHint.ScriptComponent)]
[TitleAttribute("Component Type")]
[TooltipAttribute("The source component that is being pooled.")]
public FsmString SourceComponent
```

Field Value

Type: **FsmString**

See Also

[CreateComponentPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateGameObjectPool Class

[Missing <summary> documentation for
"T:Umbrace.Unity.PurePool.PlayMaker.CreateGameObjectPool"]

Inheritance Hierarchy

[System.Object](#)

HutongGames.PlayMaker.FsmStateAction
Umbrace.Unity.PurePool.PlayMaker.CreateGameObjectPool

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ActionCategoryAttribute("Pooling")]
[TooltipAttribute("Creates a new GameObjectPool pool.")]
public class CreateGameObjectPool : FsmStateAction
```

The **CreateGameObjectPool** type exposes the following members.

Constructors

| | Name | Description |
|---|--------------------------------------|---|
|  | CreateGameObjectPool | Initializes a new instance of the CreateGameObjectPool class |

Properties

| | Name | Description |
|---|--------------------|--|
|  | Active | (Inherited from FsmStateAction .) |
|  | Enabled | (Inherited from FsmStateAction .) |
|  | Entered | (Inherited from FsmStateAction .) |
|  | Finished | (Inherited from FsmStateAction .) |
|  | Fsm | (Inherited from FsmStateAction .) |
|  | IsAutoNamed | (Inherited from FsmStateAction .) |
|  | isOpen | (Inherited from FsmStateAction .) |
|  | Name | (Inherited from FsmStateAction .) |
|  | Owner | (Inherited from FsmStateAction .) |
|  | State | (Inherited from FsmStateAction .) |

Methods

| | Name | Description |
|---|-----------------------------------|---|
| ≡ | AutoName | (Inherited from FsmStateAction .) |
| ≡ | Awake | (Inherited from FsmStateAction .) |
| ≡ | DoAnimatorIK | (Inherited from FsmStateAction .) |
| ≡ | DoAnimatorMove | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionEnter | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionEnter2D | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionExit | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionExit2D | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionStay | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionStay2D | (Inherited from FsmStateAction .) |
| ≡ | DoControllerColliderHit | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerEnter | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerEnter2D | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerExit | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerExit2D | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerStay | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerStay2D | (Inherited from FsmStateAction .) |
| ≡ | Equals | (Inherited from Object .) |
| ≡ | ErrorCheck | (Inherited from FsmStateAction .) |
| ≡ | Event | (Inherited from FsmStateAction .) |
| 💡 | Finalize | (Inherited from Object .) |
| ≡ | Finish | (Inherited from FsmStateAction .) |
| ≡ | GetHashCode | (Inherited from Object .) |
| ≡ | GetType | (Inherited from Object .) |
| ≡ | Init | (Inherited from FsmStateAction .) |
| ≡ | Log | (Inherited from FsmStateAction .) |
| ≡ | .LogError | (Inherited from FsmStateAction .) |
| ≡ | .LogWarning | (Inherited from FsmStateAction .) |
| 💡 | MemberwiseClone | (Inherited from Object .) |
| ≡ | OnActionTargetInvoked | (Inherited from FsmStateAction .) |
| ≡ | OnDrawActionGizmos | (Inherited from FsmStateAction .) |
| ≡ | OnDrawActionGizmosSelected | (Inherited from FsmStateAction .) |
| ≡ | OnEnter | (Overrides FsmStateAction.OnEnter() .) |

| | |
|--|---|
|  OnExit | (Inherited from FsmStateAction .) |
|  OnFixedUpdate | (Inherited from FsmStateAction .) |
|  OnGUI | (Inherited from FsmStateAction .) |
|  OnLateUpdate | (Inherited from FsmStateAction .) |
|  OnPreprocess | (Inherited from FsmStateAction .) |
|  OnUpdate | (Inherited from FsmStateAction .) |
|  Reset | (Overrides FsmStateAction.Reset() .) |
|  StartCoroutine | (Inherited from FsmStateAction .) |
|  StopCoroutine | (Inherited from FsmStateAction .) |
|  ToString | (Inherited from Object .) |

Fields

| | Name | Description |
|---|------|-------------|
|  Container | | |
|  DontDestroyOnLoad | | |
|  Initialise.onStart | | |
|  InitialPoolSize | | |
|  InstantiateWhenEmpty | | |
|  LogMessages | | |
|  MaximumPoolSize | | |
|  NotificationMode | | |
|  Pool | | |
|  RecordStatistics | | |
|  ReparentPooledObjects | | |
|  SourceObject | | |

See Also

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateGameObjectPool Constructor

Initializes a new instance of the [CreateGameObjectPool](#) class

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version:

0.0.0.0 (1.0.0.0)

Syntax

C#

```
public CreateGameObjectPool()
```

See Also

[CreateGameObjectPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateGameObjectPool.CreateGameObjectPool Properties

The [CreateGameObjectPool](#) type exposes the following members.

Properties

| | Name | Description |
|--|--------------------|--|
| | Active | (Inherited from FsmStateAction .) |
| | Enabled | (Inherited from FsmStateAction .) |
| | Entered | (Inherited from FsmStateAction .) |
| | Finished | (Inherited from FsmStateAction .) |
| | Fsm | (Inherited from FsmStateAction .) |
| | IsAutoNamed | (Inherited from FsmStateAction .) |
| | isOpen | (Inherited from FsmStateAction .) |
| | Name | (Inherited from FsmStateAction .) |
| | Owner | (Inherited from FsmStateAction .) |
| | State | (Inherited from FsmStateAction .) |

See Also

[CreateGameObjectPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateGameObjectPool.CreateGameObjectPool Methods

The [CreateGameObjectPool](#) type exposes the following members.

Methods

| | Name | Description |
|---|---|---|
| ≡ | AutoName | (Inherited from FsmStateAction .) |
| ≡ | Awake | (Inherited from FsmStateAction .) |
| ≡ | DoAnimatorIK | (Inherited from FsmStateAction .) |
| ≡ | DoAnimatorMove | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionEnter | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionEnter2D | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionExit | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionExit2D | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionStay | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionStay2D | (Inherited from FsmStateAction .) |
| ≡ | DoControllerColliderHit | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerEnter | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerEnter2D | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerExit | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerExit2D | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerStay | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerStay2D | (Inherited from FsmStateAction .) |
| ≡ | Equals | (Inherited from Object .) |
| ≡ | ErrorCheck | (Inherited from FsmStateAction .) |
| ≡ | Event | (Inherited from FsmStateAction .) |
| 💡 | Finalize | (Inherited from Object .) |
| ≡ | Finish | (Inherited from FsmStateAction .) |
| ≡ | GetHashCode | (Inherited from Object .) |
| ≡ | GetType | (Inherited from Object .) |
| ≡ | Init | (Inherited from FsmStateAction .) |
| ≡ | Log | (Inherited from FsmStateAction .) |
| ≡ | .LogError | (Inherited from FsmStateAction .) |
| ≡ | .LogWarning | (Inherited from FsmStateAction .) |
| 💡 | MemberwiseClone | (Inherited from Object .) |
| ≡ | OnActionTargetInvoked | (Inherited from FsmStateAction .) |

| | |
|--|---|
|  OnDrawActionGizmos | (Inherited from FsmStateAction .) |
|  OnDrawActionGizmosSelected | (Inherited from FsmStateAction .) |
|  OnEnter | (Overrides FsmStateAction.OnEnter().) |
|  OnExit | (Inherited from FsmStateAction .) |
|  OnFixedUpdate | (Inherited from FsmStateAction .) |
|  OnGUI | (Inherited from FsmStateAction .) |
|  OnLateUpdate | (Inherited from FsmStateAction .) |
|  OnPreprocess | (Inherited from FsmStateAction .) |
|  OnUpdate | (Inherited from FsmStateAction .) |
|  Reset | (Overrides FsmStateAction.Reset().) |
|  StartCoroutine | (Inherited from FsmStateAction .) |
|  StopCoroutine | (Inherited from FsmStateAction .) |
|  ToString | (Inherited from Object .) |

See Also

[CreateGameObjectPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateGameObjectPool.OnEnter Method

[Missing <summary> documentation for
"M:Umbrace.Unity.PurePool.PlayMaker.CreateGameObjectPool.OnEnter"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override void OnEnter()
```

Implements

[IFsmStateAction.OnEnter\(\)](#)

See Also

[CreateGameObjectPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateGameObjectPool.Reset Method

[Missing <summary> documentation for
"M:Umbrace.Unity.PurePool.PlayMaker.CreateGameObjectPool.Reset"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override void Reset()
```

Implements

[IFsmStateAction.Reset\(\)](#)

See Also

[CreateGameObjectPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateGameObjectPool.CreateGameObjectPool Fields

The [CreateGameObjectPool](#) type exposes the following members.

Fields

| | Name | Description |
|---|---------------------------------------|-------------|
| ◆ | Container | |
| ◆ | DontDestroyOnLoad | |
| ◆ | InitialiseOnStart | |
| ◆ | InitialPoolSize | |
| ◆ | InstantiateWhenEmpty | |
| ◆ | LogMessages | |
| ◆ | MaximumPoolSize | |
| ◆ | NotificationMode | |
| ◆ | Pool | |
| ◆ | RecordStatistics | |
| ◆ | ReparentPooledObjects | |
| ◆ | SourceObject | |

See Also

[CreateGameObjectPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateGameObjectPool.Container Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.CreateGameObjectPool.Container"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[RequiredFieldAttribute]
[TooltipAttribute("The GameObject to create the pool component on.")]
public FsmOwnerDefault Container
```

Field Value

Type: **FsmOwnerDefault**

See Also

[CreateGameObjectPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateGameObjectPool.DontDestroyOnLoad Field

[Missing <summary> documentation for

"F:Umbrace.Unity.PurePool.PlayMaker.CreateGameObjectPool.DontDestroyOnLoad"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version:

0.0.0.0 (1.0.0.0)

Syntax

C#

```
[TooltipAttribute("Whether the pool should persist between scene changes.")]  
public FsmBool DontDestroyOnLoad
```

Field Value

Type: **FsmBool**

See Also

[CreateGameObjectPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateGameObjectPool.InitialiseOnStart Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.CreateGameObjectPool.InitialiseOnStart"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[TooltipAttribute("Whether to initialise the pool in the Start method.")]  
public FsmBool InitialiseOnStart
```

Field Value

Type: **FsmBool**

See Also

[CreateGameObjectPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateGameObjectPool.InitialPoolSize Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.CreateGameObjectPool.InitialPoolSize"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[TooltipAttribute("The initial size of the pool.")]
public FsmInt InitialPoolSize
```

Field Value

Type: **FsmInt**

See Also

[CreateGameObjectPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateGameObjectPool.InstantiateWhenEmpty Field

[Missing <summary> documentation for

"F:Umbrace.Unity.PurePool.PlayMaker.CreateGameObjectPool.InstantiateWhenEmpty"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[TooltipAttribute("Whether the pool should instantiate a new object when the
pool is empty, and an attempt is made to acquire from the pool.")]
public FsmBool InstantiateWhenEmpty
```

Field Value

Type: **FsmBool**

See Also

[CreateGameObjectPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateGameObjectPool.LogMessages Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.CreateGameObjectPool.LogMessages"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[TooltipAttribute("The level of log messaging that the pool will output.")]
[ObjectTypeAttribute(typeof(LogLevel))]
public FsmEnum LogMessages
```

Field Value

Type: **FsmEnum**

See Also

[CreateGameObjectPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateGameObjectPool.MaximumPoolSize Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.CreateGameObjectPool.MaximumPoolSize"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[TooltipAttribute("The maximum size of the pool, which is the maximum number  
of objects it can contain.")]  
public FsmInt MaximumPoolSize
```

Field Value

Type: **FsmInt**

See Also

[CreateGameObjectPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateGameObjectPool.NotificationMode Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.CreateGameObjectPool.NotificationMode"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[TooltipAttribute("The modes in which pooled objects are notified of their acquisition from, and release to, the pool.")]
[ObjectTypeAttribute(typeof(NotificationMode))]
public FsmEnum NotificationMode
```

Field Value

Type: **FsmEnum**

See Also

[CreateGameObjectPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateGameObjectPool.Pool Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.CreateGameObjectPool.Pool"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[UIHintAttribute(UIHint.Variable)]
[ObjectTypeAttribute(typeof(GameObjectPool))]
[TooltipAttribute("The newly-created GameObjectPool.")]
public FsmObject Pool
```

Field Value

Type: **FsmObject**

See Also

[CreateGameObjectPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateGameObjectPool.RecordStatistics Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.CreateGameObjectPool.RecordStatistics"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[TooltipAttribute("Whether to record pool statistics.")]  
public FsmBool RecordStatistics
```

Field Value

Type: **FsmBool**

See Also

[CreateGameObjectPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateGameObjectPool.ReparentPooledObjects Field

[Missing <summary> documentation for

"F:Umbrace.Unity.PurePool.PlayMaker.CreateGameObjectPool.ReparentPooledObjects"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[TooltipAttribute("Whether to re-parent the pooled objects to the pool's  
transform, after the objects are released.")]  
public FsmBool ReparentPooledObjects
```

Field Value

Type: **FsmBool**

See Also

[CreateGameObjectPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

CreateGameObjectPool.SourceObject Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.CreateGameObjectPool.SourceObject"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[RequiredFieldAttribute]
[TooltipAttribute("The source object that is being pooled.")]
public FsmGameObject SourceObject
```

Field Value

Type: **FsmGameObject**

See Also

[CreateGameObjectPool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

InitialisePool Class

[Missing <summary> documentation for "T:Umbrace.Unity.PurePool.PlayMaker.InitialisePool"]

Inheritance Hierarchy

[System.Object](#)

HutongGames.PlayMaker.FsmStateAction
Umbrace.Unity.PurePool.PlayMaker.InitialisePool

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ActionCategoryAttribute("Pooling")]
[TooltipAttribute("Initialises a GameObject pool.")]
public class InitialisePool : FsmStateAction
```

The **InitialisePool** type exposes the following members.

Constructors

| | Name | Description |
|---|--------------------------------|---|
|  | InitialisePool | Initializes a new instance of the InitialisePool class |

Properties

| | Name | Description |
|---|--------------------|--|
|  | Active | (Inherited from FsmStateAction .) |
|  | Enabled | (Inherited from FsmStateAction .) |
|  | Entered | (Inherited from FsmStateAction .) |
|  | Finished | (Inherited from FsmStateAction .) |
|  | Fsm | (Inherited from FsmStateAction .) |
|  | IsAutoNamed | (Inherited from FsmStateAction .) |
|  | isOpen | (Inherited from FsmStateAction .) |
|  | Name | (Inherited from FsmStateAction .) |
|  | Owner | (Inherited from FsmStateAction .) |
|  | State | (Inherited from FsmStateAction .) |

Methods

| | Name | Description |
|---|-----------------------------------|---|
| ≡ | AutoName | (Inherited from FsmStateAction .) |
| ≡ | Awake | (Inherited from FsmStateAction .) |
| ≡ | DoAnimatorIK | (Inherited from FsmStateAction .) |
| ≡ | DoAnimatorMove | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionEnter | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionEnter2D | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionExit | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionExit2D | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionStay | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionStay2D | (Inherited from FsmStateAction .) |
| ≡ | DoControllerColliderHit | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerEnter | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerEnter2D | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerExit | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerExit2D | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerStay | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerStay2D | (Inherited from FsmStateAction .) |
| ≡ | Equals | (Inherited from Object .) |
| ≡ | ErrorCheck | (Inherited from FsmStateAction .) |
| ≡ | Event | (Inherited from FsmStateAction .) |
| 💡 | Finalize | (Inherited from Object .) |
| ≡ | Finish | (Inherited from FsmStateAction .) |
| ≡ | GetHashCode | (Inherited from Object .) |
| ≡ | GetType | (Inherited from Object .) |
| ≡ | Init | (Inherited from FsmStateAction .) |
| ≡ | Log | (Inherited from FsmStateAction .) |
| ≡ | .LogError | (Inherited from FsmStateAction .) |
| ≡ | .LogWarning | (Inherited from FsmStateAction .) |
| 💡 | MemberwiseClone | (Inherited from Object .) |
| ≡ | OnActionTargetInvoked | (Inherited from FsmStateAction .) |
| ≡ | OnDrawActionGizmos | (Inherited from FsmStateAction .) |
| ≡ | OnDrawActionGizmosSelected | (Inherited from FsmStateAction .) |
| ≡ | OnEnter | (Overrides FsmStateAction.OnEnter() .) |

| | | |
|---|-----------------------|---|
|  | OnExit | (Inherited from FsmStateAction .) |
|  | OnFixedUpdate | (Inherited from FsmStateAction .) |
|  | OnGUI | (Inherited from FsmStateAction .) |
|  | OnLateUpdate | (Inherited from FsmStateAction .) |
|  | OnPreprocess | (Inherited from FsmStateAction .) |
|  | OnUpdate | (Inherited from FsmStateAction .) |
|  | Reset | (Overrides FsmStateAction.Reset() .) |
|  | StartCoroutine | (Inherited from FsmStateAction .) |
|  | StopCoroutine | (Inherited from FsmStateAction .) |
|  | ToString | (Inherited from Object .) |

Fields

| | Name | Description |
|---|-------------|-------------|
|  | Pool | |

See Also

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

InitialisePool Constructor

Initializes a new instance of the [InitialisePool](#) class

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version:

0.0.0.0 (1.0.0.0)

Syntax

C#

```
public InitialisePool()
```

See Also

[InitialisePool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

InitialisePool.InitialisePool Properties

The [InitialisePool](#) type exposes the following members.

Properties

| | Name | Description |
|--|--------------------|---|
| | Active | (Inherited from FsmStateAction .) |
| | Enabled | (Inherited from FsmStateAction .) |
| | Entered | (Inherited from FsmStateAction .) |
| | Finished | (Inherited from FsmStateAction .) |
| | Fsm | (Inherited from FsmStateAction .) |
| | IsAutoNamed | (Inherited from FsmStateAction .) |
| | IsOpen | (Inherited from FsmStateAction .) |
| | Name | (Inherited from FsmStateAction .) |
| | Owner | (Inherited from FsmStateAction .) |
| | State | (Inherited from FsmStateAction .) |

See Also

[InitialisePool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

InitialisePool.InitialisePool Methods

The [InitialisePool](#) type exposes the following members.

Methods

| | Name | Description |
|---|---|---|
| ≡ | AutoName | (Inherited from FsmStateAction .) |
| ≡ | Awake | (Inherited from FsmStateAction .) |
| ≡ | DoAnimatorIK | (Inherited from FsmStateAction .) |
| ≡ | DoAnimatorMove | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionEnter | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionEnter2D | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionExit | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionExit2D | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionStay | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionStay2D | (Inherited from FsmStateAction .) |
| ≡ | DoControllerColliderHit | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerEnter | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerEnter2D | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerExit | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerExit2D | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerStay | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerStay2D | (Inherited from FsmStateAction .) |
| ≡ | Equals | (Inherited from Object .) |
| ≡ | ErrorCheck | (Inherited from FsmStateAction .) |
| ≡ | Event | (Inherited from FsmStateAction .) |
| 💡 | Finalize | (Inherited from Object .) |
| ≡ | Finish | (Inherited from FsmStateAction .) |
| ≡ | GetHashCode | (Inherited from Object .) |
| ≡ | GetType | (Inherited from Object .) |
| ≡ | Init | (Inherited from FsmStateAction .) |
| ≡ | Log | (Inherited from FsmStateAction .) |
| ≡ | .LogError | (Inherited from FsmStateAction .) |
| ≡ | .LogWarning | (Inherited from FsmStateAction .) |
| 💡 | MemberwiseClone | (Inherited from Object .) |
| ≡ | OnActionTargetInvoked | (Inherited from FsmStateAction .) |

| | |
|--|---|
|  OnDrawActionGizmos | (Inherited from FsmStateAction .) |
|  OnDrawActionGizmosSelected | (Inherited from FsmStateAction .) |
|  OnEnter | (Overrides FsmStateAction.OnEnter().) |
|  OnExit | (Inherited from FsmStateAction .) |
|  OnFixedUpdate | (Inherited from FsmStateAction .) |
|  OnGUI | (Inherited from FsmStateAction .) |
|  OnLateUpdate | (Inherited from FsmStateAction .) |
|  OnPreprocess | (Inherited from FsmStateAction .) |
|  OnUpdate | (Inherited from FsmStateAction .) |
|  Reset | (Overrides FsmStateAction.Reset().) |
|  StartCoroutine | (Inherited from FsmStateAction .) |
|  StopCoroutine | (Inherited from FsmStateAction .) |
|  ToString | (Inherited from Object .) |

See Also

[InitialisePool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

InitialisePool.OnEnter Method

[Missing <summary> documentation for "M:Umbrace.Unity.PurePool.PlayMaker.InitialisePool.OnEnter"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override void OnEnter()
```

Implements

[IFsmStateAction.OnEnter\(\)](#)

See Also

[InitialisePool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

InitialisePool.Reset Method

[Missing <summary> documentation for "M:Umbrace.Unity.PurePool.PlayMaker.InitialisePool.Reset"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version:

0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override void Reset()
```

Implements

[IFsmStateAction.Reset\(\)](#)

See Also

[InitialisePool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

InitialisePool.InitialisePool Fields

The [InitialisePool](#) type exposes the following members.

Fields

| | Name | Description |
|---|----------------------|-------------|
|  | Pool | |

See Also

[InitialisePool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

InitialisePool.Pool Field

[Missing <summary> documentation for "F:Umbrace.Unity.PurePool.PlayMaker.InitialisePool.Pool"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version:

0.0.0.0 (1.0.0.0)

Syntax

C#

```
[RequiredFieldAttribute]
[UIHintAttribute(UIHint.Variable)]
[ObjectTypeAttribute(typeof(IPoolBase))]
[TooltipAttribute("The pool to initialise.")]
public FsmObject Pool
```

Field Value

Type: [FsmObject](#)

See Also

[InitialisePool Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

ReleaseComponent Class

[Missing <summary> documentation for "T:Umbrace.Unity.PurePool.PlayMaker.ReleaseComponent"]

Inheritance Hierarchy

[System.Object](#)

HutongGames.PlayMaker.FsmStateAction
Umbrace.Unity.PurePool.PlayMaker.ReleaseComponent

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ActionCategoryAttribute("Pooling")]
[TooltipAttribute("Releases an instance of a Component to its pool.")]
public class ReleaseComponent : FsmStateAction
```

The **ReleaseComponent** type exposes the following members.

Constructors

| | Name | Description |
|---|----------------------------------|---|
|  | ReleaseComponent | Initializes a new instance of the ReleaseComponent class |

Properties

| | Name | Description |
|---|--------------------|--|
|  | Active | (Inherited from FsmStateAction .) |
|  | Enabled | (Inherited from FsmStateAction .) |
|  | Entered | (Inherited from FsmStateAction .) |
|  | Finished | (Inherited from FsmStateAction .) |
|  | Fsm | (Inherited from FsmStateAction .) |
|  | IsAutoNamed | (Inherited from FsmStateAction .) |
|  | isOpen | (Inherited from FsmStateAction .) |
|  | Name | (Inherited from FsmStateAction .) |
|  | Owner | (Inherited from FsmStateAction .) |
|  | State | (Inherited from FsmStateAction .) |

Methods

| | Name | Description |
|---|-----------------------------------|---|
| ≡ | AutoName | (Inherited from FsmStateAction .) |
| ≡ | Awake | (Inherited from FsmStateAction .) |
| ≡ | DoAnimatorIK | (Inherited from FsmStateAction .) |
| ≡ | DoAnimatorMove | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionEnter | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionEnter2D | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionExit | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionExit2D | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionStay | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionStay2D | (Inherited from FsmStateAction .) |
| ≡ | DoControllerColliderHit | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerEnter | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerEnter2D | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerExit | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerExit2D | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerStay | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerStay2D | (Inherited from FsmStateAction .) |
| ≡ | Equals | (Inherited from Object .) |
| ≡ | ErrorCheck | (Inherited from FsmStateAction .) |
| ≡ | Event | (Inherited from FsmStateAction .) |
| 💡 | Finalize | (Inherited from Object .) |
| ≡ | Finish | (Inherited from FsmStateAction .) |
| ≡ | GetHashCode | (Inherited from Object .) |
| ≡ | GetType | (Inherited from Object .) |
| ≡ | Init | (Inherited from FsmStateAction .) |
| ≡ | Log | (Inherited from FsmStateAction .) |
| ≡ | .LogError | (Inherited from FsmStateAction .) |
| ≡ | .LogWarning | (Inherited from FsmStateAction .) |
| 💡 | MemberwiseClone | (Inherited from Object .) |
| ≡ | OnActionTargetInvoked | (Inherited from FsmStateAction .) |
| ≡ | OnDrawActionGizmos | (Inherited from FsmStateAction .) |
| ≡ | OnDrawActionGizmosSelected | (Inherited from FsmStateAction .) |
| ≡ | OnEnter | (Overrides FsmStateAction.OnEnter() .) |

| | |
|--|---|
|  OnExit | (Inherited from FsmStateAction .) |
|  OnFixedUpdate | (Inherited from FsmStateAction .) |
|  OnGUI | (Inherited from FsmStateAction .) |
|  OnLateUpdate | (Inherited from FsmStateAction .) |
|  OnPreprocess | (Inherited from FsmStateAction .) |
|  OnUpdate | (Inherited from FsmStateAction .) |
|  Reset | (Overrides FsmStateAction.Reset() .) |
|  StartCoroutine | (Inherited from FsmStateAction .) |
|  StopCoroutine | (Inherited from FsmStateAction .) |
|  ToString | (Inherited from Object .) |

Fields

| | Name | Description |
|--|------|-------------|
|  Instance | | |
|  Pool | | |

See Also

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

ReleaseComponent Constructor

Initializes a new instance of the [ReleaseComponent](#) class

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version:

0.0.0.0 (1.0.0.0)

Syntax

C#

```
public ReleaseComponent()
```

See Also

[ReleaseComponent Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

ReleaseComponent.ReleaseComponent Properties

The [ReleaseComponent](#) type exposes the following members.

Properties

| | Name | Description |
|--|--------------------|--|
| | Active | (Inherited from FsmStateAction .) |
| | Enabled | (Inherited from FsmStateAction .) |
| | Entered | (Inherited from FsmStateAction .) |
| | Finished | (Inherited from FsmStateAction .) |
| | Fsm | (Inherited from FsmStateAction .) |
| | IsAutoNamed | (Inherited from FsmStateAction .) |
| | isOpen | (Inherited from FsmStateAction .) |
| | Name | (Inherited from FsmStateAction .) |
| | Owner | (Inherited from FsmStateAction .) |
| | State | (Inherited from FsmStateAction .) |

See Also

[ReleaseComponent Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

ReleaseComponent.ReleaseComponent Methods

The [ReleaseComponent](#) type exposes the following members.

Methods

| | Name | Description |
|---|--------------------------------|---|
| ≡ | AutoName | (Inherited from FsmStateAction .) |
| ≡ | Awake | (Inherited from FsmStateAction .) |
| ≡ | DoAnimatorIK | (Inherited from FsmStateAction .) |
| ≡ | DoAnimatorMove | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionEnter | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionEnter2D | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionExit | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionExit2D | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionStay | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionStay2D | (Inherited from FsmStateAction .) |
| ≡ | DoControllerColliderHit | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerEnter | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerEnter2D | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerExit | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerExit2D | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerStay | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerStay2D | (Inherited from FsmStateAction .) |
| ≡ | Equals | (Inherited from Object .) |
| ≡ | ErrorCheck | (Inherited from FsmStateAction .) |
| ≡ | Event | (Inherited from FsmStateAction .) |
| 💡 | Finalize | (Inherited from Object .) |
| ≡ | Finish | (Inherited from FsmStateAction .) |
| ≡ | GetHashCode | (Inherited from Object .) |
| ≡ | GetType | (Inherited from Object .) |
| ≡ | Init | (Inherited from FsmStateAction .) |
| ≡ | Log | (Inherited from FsmStateAction .) |
| ≡ | .LogError | (Inherited from FsmStateAction .) |
| ≡ | .LogWarning | (Inherited from FsmStateAction .) |
| 💡 | MemberwiseClone | (Inherited from Object .) |
| ≡ | OnActionTargetInvoked | (Inherited from FsmStateAction .) |

| | |
|--|---|
|  OnDrawActionGizmos | (Inherited from FsmStateAction .) |
|  OnDrawActionGizmosSelected | (Inherited from FsmStateAction .) |
|  OnEnter | (Overrides FsmStateAction.OnEnter().) |
|  OnExit | (Inherited from FsmStateAction .) |
|  OnFixedUpdate | (Inherited from FsmStateAction .) |
|  OnGUI | (Inherited from FsmStateAction .) |
|  OnLateUpdate | (Inherited from FsmStateAction .) |
|  OnPreprocess | (Inherited from FsmStateAction .) |
|  OnUpdate | (Inherited from FsmStateAction .) |
|  Reset | (Overrides FsmStateAction.Reset().) |
|  StartCoroutine | (Inherited from FsmStateAction .) |
|  StopCoroutine | (Inherited from FsmStateAction .) |
|  ToString | (Inherited from Object .) |

See Also

[ReleaseComponent Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

ReleaseComponent.OnEnter Method

[Missing <summary> documentation for
"M:Umbrace.Unity.PurePool.PlayMaker.ReleaseComponent.OnEnter"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override void OnEnter()
```

Implements

[IFsmStateAction.OnEnter\(\)](#)

See Also

[ReleaseComponent Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

ReleaseComponent.Reset Method

[Missing <summary> documentation for
"M:Umbrace.Unity.PurePool.PlayMaker.ReleaseComponent.Reset"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override void Reset()
```

Implements

[IFsmStateAction.Reset\(\)](#)

See Also

[ReleaseComponent Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

ReleaseComponent.ReleaseComponent Fields

The [ReleaseComponent](#) type exposes the following members.

Fields

| | Name | Description |
|--|--------------------------|-------------|
| | Instance | |
| | Pool | |

See Also

[ReleaseComponent Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

ReleaseComponent.Instance Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.ReleaseComponent.Instance"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[RequiredFieldAttribute]
[UIHintAttribute(UIHint.Variable)]
[TooltipAttribute("The instance that is being returned to the pool.")]
public FsmObject Instance
```

Field Value

Type: **FsmObject**

See Also

[ReleaseComponent Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

ReleaseComponent.Pool Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.ReleaseComponent.Pool"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[RequiredFieldAttribute]
[ObjectTypeAttribute(typeof(ComponentPool))]
[TooltipAttribute("The pool to which an instance of a Component should be
released.")]
public FsmObject Pool
```

Field Value

Type: **FsmObject**

See Also

[ReleaseComponent Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

ReleaseGameObject Class

[Missing <summary> documentation for
"T:Umbrace.Unity.PurePool.PlayMaker.ReleaseGameObject"]

Inheritance Hierarchy

[System.Object](#)

HutongGames.PlayMaker.FsmStateAction
Umbrace.Unity.PurePool.PlayMaker.ReleaseGameObject

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[ActionCategoryAttribute("Pooling")]
[TooltipAttribute("Releases an instance of a GameObject to its pool.")]
public class ReleaseGameObject : FsmStateAction
```

The **ReleaseGameObject** type exposes the following members.

Constructors

| | Name | Description |
|---|-----------------------------------|--|
|  | ReleaseGameObject | Initializes a new instance of the ReleaseGameObject class |

Properties

| | Name | Description |
|---|--------------------|--|
|  | Active | (Inherited from FsmStateAction .) |
|  | Enabled | (Inherited from FsmStateAction .) |
|  | Entered | (Inherited from FsmStateAction .) |
|  | Finished | (Inherited from FsmStateAction .) |
|  | Fsm | (Inherited from FsmStateAction .) |
|  | IsAutoNamed | (Inherited from FsmStateAction .) |
|  | isOpen | (Inherited from FsmStateAction .) |
|  | Name | (Inherited from FsmStateAction .) |
|  | Owner | (Inherited from FsmStateAction .) |
|  | State | (Inherited from FsmStateAction .) |

Methods

| | Name | Description |
|---|-----------------------------------|---|
| ≡ | AutoName | (Inherited from FsmStateAction .) |
| ≡ | Awake | (Inherited from FsmStateAction .) |
| ≡ | DoAnimatorIK | (Inherited from FsmStateAction .) |
| ≡ | DoAnimatorMove | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionEnter | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionEnter2D | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionExit | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionExit2D | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionStay | (Inherited from FsmStateAction .) |
| ≡ | DoCollisionStay2D | (Inherited from FsmStateAction .) |
| ≡ | DoControllerColliderHit | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerEnter | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerEnter2D | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerExit | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerExit2D | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerStay | (Inherited from FsmStateAction .) |
| ≡ | DoTriggerStay2D | (Inherited from FsmStateAction .) |
| ≡ | Equals | (Inherited from Object .) |
| ≡ | ErrorCheck | (Inherited from FsmStateAction .) |
| ≡ | Event | (Inherited from FsmStateAction .) |
| 💡 | Finalize | (Inherited from Object .) |
| ≡ | Finish | (Inherited from FsmStateAction .) |
| ≡ | GetHashCode | (Inherited from Object .) |
| ≡ | GetType | (Inherited from Object .) |
| ≡ | Init | (Inherited from FsmStateAction .) |
| ≡ | Log | (Inherited from FsmStateAction .) |
| ≡ | .LogError | (Inherited from FsmStateAction .) |
| ≡ | .LogWarning | (Inherited from FsmStateAction .) |
| 💡 | MemberwiseClone | (Inherited from Object .) |
| ≡ | OnActionTargetInvoked | (Inherited from FsmStateAction .) |
| ≡ | OnDrawActionGizmos | (Inherited from FsmStateAction .) |
| ≡ | OnDrawActionGizmosSelected | (Inherited from FsmStateAction .) |
| ≡ | OnEnter | (Overrides FsmStateAction.OnEnter() .) |

| | |
|--|---|
|  OnExit | (Inherited from FsmStateAction .) |
|  OnFixedUpdate | (Inherited from FsmStateAction .) |
|  OnGUI | (Inherited from FsmStateAction .) |
|  OnLateUpdate | (Inherited from FsmStateAction .) |
|  OnPreprocess | (Inherited from FsmStateAction .) |
|  OnUpdate | (Inherited from FsmStateAction .) |
|  Reset | (Overrides FsmStateAction.Reset() .) |
|  StartCoroutine | (Inherited from FsmStateAction .) |
|  StopCoroutine | (Inherited from FsmStateAction .) |
|  ToString | (Inherited from Object .) |

Fields

| | Name | Description |
|--|------|-------------|
|  Instance | | |
|  Pool | | |

See Also

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

ReleaseGameObject Constructor

Initializes a new instance of the [ReleaseGameObject](#) class

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version:

0.0.0.0 (1.0.0.0)

Syntax

C#

```
public ReleaseGameObject()
```

See Also

[ReleaseGameObject Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

ReleaseGameObject.ReleaseGameObject Properties

The [ReleaseGameObject](#) type exposes the following members.

Properties

| | Name | Description |
|--|--------------------|--|
| | Active | (Inherited from FsmStateAction .) |
| | Enabled | (Inherited from FsmStateAction .) |
| | Entered | (Inherited from FsmStateAction .) |
| | Finished | (Inherited from FsmStateAction .) |
| | Fsm | (Inherited from FsmStateAction .) |
| | IsAutoNamed | (Inherited from FsmStateAction .) |
| | isOpen | (Inherited from FsmStateAction .) |
| | Name | (Inherited from FsmStateAction .) |
| | Owner | (Inherited from FsmStateAction .) |
| | State | (Inherited from FsmStateAction .) |

See Also

[ReleaseGameObject Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

ReleaseGameObject.ReleaseGameObject Methods

The [ReleaseGameObject](#) type exposes the following members.

Methods

| | Name | Description |
|----|---|---|
| ≡♥ | AutoName | (Inherited from FsmStateAction .) |
| ≡♥ | Awake | (Inherited from FsmStateAction .) |
| ≡♥ | DoAnimatorIK | (Inherited from FsmStateAction .) |
| ≡♥ | DoAnimatorMove | (Inherited from FsmStateAction .) |
| ≡♥ | DoCollisionEnter | (Inherited from FsmStateAction .) |
| ≡♥ | DoCollisionEnter2D | (Inherited from FsmStateAction .) |
| ≡♥ | DoCollisionExit | (Inherited from FsmStateAction .) |
| ≡♥ | DoCollisionExit2D | (Inherited from FsmStateAction .) |
| ≡♥ | DoCollisionStay | (Inherited from FsmStateAction .) |
| ≡♥ | DoCollisionStay2D | (Inherited from FsmStateAction .) |
| ≡♥ | DoControllerColliderHit | (Inherited from FsmStateAction .) |
| ≡♥ | DoTriggerEnter | (Inherited from FsmStateAction .) |
| ≡♥ | DoTriggerEnter2D | (Inherited from FsmStateAction .) |
| ≡♥ | DoTriggerExit | (Inherited from FsmStateAction .) |
| ≡♥ | DoTriggerExit2D | (Inherited from FsmStateAction .) |
| ≡♥ | DoTriggerStay | (Inherited from FsmStateAction .) |
| ≡♥ | DoTriggerStay2D | (Inherited from FsmStateAction .) |
| ≡♥ | Equals | (Inherited from Object .) |
| ≡♥ | ErrorCheck | (Inherited from FsmStateAction .) |
| ≡♥ | Event | (Inherited from FsmStateAction .) |
| 💡 | Finalize | (Inherited from Object .) |
| ≡♥ | Finish | (Inherited from FsmStateAction .) |
| ≡♥ | GetHashCode | (Inherited from Object .) |
| ≡♥ | GetType | (Inherited from Object .) |
| ≡♥ | Init | (Inherited from FsmStateAction .) |
| ≡♥ | Log | (Inherited from FsmStateAction .) |
| ≡♥ | .LogError | (Inherited from FsmStateAction .) |
| ≡♥ | .LogWarning | (Inherited from FsmStateAction .) |
| 💡 | MemberwiseClone | (Inherited from Object .) |
| ≡♥ | OnActionTargetInvoked | (Inherited from FsmStateAction .) |

| | |
|--|---|
|  OnDrawActionGizmos | (Inherited from FsmStateAction .) |
|  OnDrawActionGizmosSelected | (Inherited from FsmStateAction .) |
|  OnEnter | (Overrides FsmStateAction.OnEnter().) |
|  OnExit | (Inherited from FsmStateAction .) |
|  OnFixedUpdate | (Inherited from FsmStateAction .) |
|  OnGUI | (Inherited from FsmStateAction .) |
|  OnLateUpdate | (Inherited from FsmStateAction .) |
|  OnPreprocess | (Inherited from FsmStateAction .) |
|  OnUpdate | (Inherited from FsmStateAction .) |
|  Reset | (Overrides FsmStateAction.Reset().) |
|  StartCoroutine | (Inherited from FsmStateAction .) |
|  StopCoroutine | (Inherited from FsmStateAction .) |
|  ToString | (Inherited from Object .) |

See Also

[ReleaseGameObject Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

ReleaseGameObject.OnEnter Method

[Missing <summary> documentation for
"M:Umbrace.Unity.PurePool.PlayMaker.ReleaseGameObject.OnEnter"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override void OnEnter()
```

Implements

[IFsmStateAction.OnEnter\(\)](#)

See Also

[ReleaseGameObject Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

ReleaseGameObject.Reset Method

[Missing <summary> documentation for
"M:Umbrace.Unity.PurePool.PlayMaker.ReleaseGameObject.Reset"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public override void Reset()
```

Implements

[IFsmStateAction.Reset\(\)](#)

See Also

[ReleaseGameObject Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

ReleaseGameObject.ReleaseGameObject Fields

The [ReleaseGameObject](#) type exposes the following members.

Fields

| | Name | Description |
|--|--------------------------|-------------|
| | Instance | |
| | Pool | |

See Also

[ReleaseGameObject Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

ReleaseGameObject.Instance Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.ReleaseGameObject.Instance"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[RequiredFieldAttribute]
[UIHintAttribute(UIHint.Variable)]
[TooltipAttribute("The instance that is being returned to the pool.")]
public FsmGameObject Instance
```

Field Value

Type: **FsmGameObject**

See Also

[ReleaseGameObject Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

ReleaseGameObject.Pool Field

[Missing <summary> documentation for
"F:Umbrace.Unity.PurePool.PlayMaker.ReleaseGameObject.Pool"]

Namespace: [Umbrace.Unity.PurePool.PlayMaker](#)

Assembly: Umbrace.Unity.PurePool.PlayMaker (in Umbrace.Unity.PurePool.PlayMaker.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[RequiredFieldAttribute]
[ObjectTypeAttribute(typeof(GameObjectPool))]
[TooltipAttribute("The pool to which an instance of a GameObject should be released.")]
public FsmObject Pool
```

Field Value

Type: **FsmObject**

See Also

[ReleaseGameObject Class](#)

[Umbrace.Unity.PurePool.PlayMaker Namespace](#)

Umbrace.Unity.PurePool.UNet Namespace

This namespace contains classes to facilitate object pooling support using Unity's UNet networking system.

Classes

| | Class | Description |
|---|-----------------------------|---|
|  | UNetPooling | An integration component that allows UNET networking to utilise object pooling. |

UNetPooling Class

An integration component that allows UNET networking to utilise object pooling.

Inheritance Hierarchy

[System.Object](#)

```
UnityEngine.Object  
UnityEngine.Component  
UnityEngine.Behaviour  
UnityEngine.MonoBehaviour  
Umbrace.Unity.PurePool.UNet.UNetPooling
```

Namespace: [Umbrace.Unity.PurePool.UNet](#)

Assembly: Umbrace.Unity.PurePool.UNet (in Umbrace.Unity.PurePool.UNet.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[AddComponentMenu("Scripts/Umbrace.Unity.PurePool.UNet/UNet Pooling")]  
public class UNetPooling : MonoBehaviour
```

The **UNetPooling** type exposes the following members.

Constructors

| | Name | Description |
|---|-----------------------------|--|
|  | UNetPooling | Initializes a new instance of the UNetPooling class |

Properties

| | Name | Description |
|---|-------------------------|--|
|  | Prefabs | Gets a dictionary of game objects that have been registered for spawning with pooling support. |

Methods

| | Name | Description |
|---|--|---|
|  | CreatePoolsForNetworkedPrefabs | Creates new pools using the default settings, for every prefab currently registered with ClientScene with pooling support. |
|  | Equals | (Inherited from Object .) |
|  | Finalize | (Inherited from Object .) |
|  | GetHashCode | (Inherited from Object .) |
|  | GetType | (Inherited from Object .) |

| | |
|--|---|
|  MemberwiseClone | (Inherited from Object .) |
|  RegisterNetworkedPrefabsForAllPools | Registers all prefabs from pools attached to the manager with the UNET spawning system, with pooling support. |
|  RegisterSpawnHandler(GameObject) | Registers the specified prefab with the UNET spawning system, with pooling support. |
|  RegisterSpawnHandler(NetworkHash128) | Registers the asset with the specified asset ID with the UNET spawning system, with pooling support. |
|  RegisterSpawnHandlers | Registers pooling-based spawn handlers for all prefabs that have been registered with ClientScene . |
|  SpawnHandler | Spawns a GameObject that's been registered with ClientScene , with pooling support. |
|  ToString | (Inherited from Object .) |
|  UnspawnHandler | Despawns a GameObject , with pooling support. |

Fields

| | Name | Description |
|--|---|-------------|
|  AutoRegister | A value indicating whether to automatically register prefabs with ClientScene when pools are initialised by the manager. | |
|  PoolManager | The GameObjectPoolManager responsible for managing the pools. | |

See Also

[Umbrace.Unity.PurePool.UNet Namespace](#)

UNetPooling Constructor

Initializes a new instance of the [UNetPooling](#) class

Namespace: [Umbrace.Unity.PurePool.UNet](#)

Assembly: Umbrace.Unity.PurePool.UNet (in Umbrace.Unity.PurePool.UNet.dll) Version: 0.0.0.0

(1.0.0.0)

Syntax

C#

```
public UNetPooling()
```

See Also

[UNetPooling Class](#)

[Umbrace.Unity.PurePool.UNet Namespace](#)

UNetPooling.UNetPooling Properties

The [UNetPooling](#) type exposes the following members.

Properties

| | Name | Description |
|---|-------------------------|--|
|  | Prefabs | Gets a dictionary of game objects that have been registered for spawning with pooling support. |

See Also

[UNetPooling Class](#)

[Umbrace.Unity.PurePool.UNet Namespace](#)

UNetPooling.Prefabs Property

Gets a dictionary of game objects that have been registered for spawning with pooling support.

Namespace: [Umbrace.Unity.PurePool.UNet](#)

Assembly: Umbrace.Unity.PurePool.UNet (in Umbrace.Unity.PurePool.UNet.dll) Version: 0.0.0.0

(1.0.0.0)

Syntax

C#

```
public IDictionary<NetworkHash128, GameObject> Prefabs { get; }
```

Property Value

Type: [IDictionary](#)(**NetworkHash128**, **GameObject**)

Remarks

This dictionary is updated when [RegisterSpawnHandler\(GameObject\)](#) is called. It contains a mapping from the asset ID of the game object's **NetworkIdentity**, to the game object itself.

See Also

[UNetPooling Class](#)

[Umbrace.Unity.PurePool.UNet Namespace](#)

UNetPooling.UNetPooling Methods

The [UNetPooling](#) type exposes the following members.

Methods

| Name | Description |
|--|---|
| CreatePoolsForNetworkedPrefabs | Creates new pools using the default settings, for every prefab currently registered with ClientScene with pooling support. |
| Equals | (Inherited from Object .) |
| Finalize | (Inherited from Object .) |
| GetHashCode | (Inherited from Object .) |
| GetType | (Inherited from Object .) |
| MemberwiseClone | (Inherited from Object .) |
| RegisterNetworkedPrefabsForAllPools | Registers all prefabs from pools attached to the manager with the UNET spawning system, with pooling support. |
| RegisterSpawnHandler(GameObject) | Registers the specified prefab with the UNET spawning system, with pooling support. |
| RegisterSpawnHandler(NetworkHash128) | Registers the asset with the specified asset ID with the UNET spawning system, with pooling support. |
| RegisterSpawnHandlers | Registers pooling-based spawn handlers for all prefabs that have been registered with ClientScene . |
| SpawnHandler | Spawns a GameObject that's been registered with ClientScene , with pooling support. |
| ToString | (Inherited from Object .) |
| UnspawnHandler | Despawns a GameObject , with pooling support. |

See Also

[UNetPooling Class](#)

[Umbrace.Unity.PurePool.UNet Namespace](#)

UNetPooling.CreatePoolsForNetworkedPrefabs Method

Creates new pools using the default settings, for every prefab currently registered with **ClientScene** with pooling support.

Namespace: [Umbrace.Unity.PurePool.UNet](#)

Assembly: Umbrace.Unity.PurePool.UNet (in Umbrace.Unity.PurePool.UNet.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void CreatePoolsForNetworkedPrefabs()
```

Remarks

This is equivalent to calling [CreatePool\(GameObject\)](#) for each prefab in the [Prefabs](#) dictionary.

See Also

[UNetPooling Class](#)

[Umbrace.Unity.PurePool.UNet Namespace](#)

UNetPooling.RegisterNetworkedPrefabsForAllPools Method

Registers all prefabs from pools attached to the manager with the UNET spawning system, with pooling support.

Namespace: [Umbrace.Unity.PurePool.UNet](#)

Assembly: Umbrace.Unity.PurePool.UNet (in Umbrace.Unity.PurePool.UNet.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
public void RegisterNetworkedPrefabsForAllPools()
```

Remarks

This is equivalent to calling [RegisterSpawnHandler\(GameObject\)](#) for each pool in the pool manager's **[!:GameObjectPoolManager.Pools]** collection.

See Also

[UNetPooling Class](#)

[Umbrace.Unity.PurePool.UNet Namespace](#)

UNetPooling.RegisterSpawnHandler Method

Overload List

| | Name | Description |
|---|--|--|
|  | RegisterSpawnHandler(GameObject) | Registers the specified prefab with the UNET spawning system, with pooling support. |
|  | RegisterSpawnHandler(NetworkHash128) | Registers the asset with the specified asset ID with the UNET spawning system, with pooling support. |

See Also

[UNetPooling Class](#)

[Umbrace.Unity.PurePool.UNet Namespace](#)

UNetPooling.RegisterSpawnHandler Method (GameObject)

Registers the specified prefab with the UNET spawning system, with pooling support.

Namespace: [Umbrace.Unity.PurePool.UNet](#)

Assembly: Umbrace.Unity.PurePool.UNet (in Umbrace.Unity.PurePool.UNet.dll) Version: 0.0.0.0

(1.0.0.0)

Syntax

C#

```
public void RegisterSpawnHandler(  
    GameObject prefab  
)
```

Parameters

prefab

Type: `UnityEngine.GameObject`

The prefab that will be spawned.

Remarks

This is equivalent to calling `RegisterPrefab(GameObject, SpawnDelegate, UnSpawnDelegate)`, and passing [SpawnHandler\(Vector3, NetworkHash128\)](#) and [UnspawnHandler\(GameObject\)](#), in addition to adding the prefab to the [Prefabs](#) dictionary.

See Also

[UNetPooling Class](#)

[RegisterSpawnHandler Overload](#)

[Umbrace.Unity.PurePool.UNet Namespace](#)

UNetPooling.RegisterSpawnHandler Method (NetworkHash128)

Registers the asset with the specified asset ID with the UNET spawning system, with pooling support.

Namespace: [Umbrace.Unity.PurePool.UNet](#)

Assembly: Umbrace.Unity.PurePool.UNet (in Umbrace.Unity.PurePool.UNet.dll) Version: 0.0.0.0

(1.0.0.0)

Syntax

C#

```
public void RegisterSpawnHandler(  
    NetworkHash128 assetId  
)
```

Parameters

assetId

Type: [UnityEngine.Networking.NetworkHash128](#)

The asset ID of the asset that will be spawned.

Remarks

assetId

must be present in the [Prefabs](#) dictionary, mapping to its prefab game object. If the asset ID is not present in the dictionary, it will not be possible to spawn the object.

See Also

[UNetPooling Class](#)

[RegisterSpawnHandler Overload](#)

[Umbrace.Unity.PurePool.UNet Namespace](#)

UNetPooling.RegisterSpawnHandlers Method

Registers pooling-based spawn handlers for all prefabs that have been registered with **ClientScene**.

Namespace: [Umbrace.Unity.PurePool.UNet](#)

Assembly: Umbrace.Unity.PurePool.UNet (in Umbrace.Unity.PurePool.UNet.dll) Version: 0.0.0.0

(1.0.0.0)

Syntax

C#

```
public void RegisterSpawnHandlers()
```

Remarks

This method replaces all **ClientScene** registrations that were made using [**RegisterPrefab\(GameObject\)**](#) without pooling support, with new registrations made using [**RegisterSpawnHandler\(GameObject\)**](#) to provide pooling support.

See Also

[UNetPooling Class](#)

[Umbrace.Unity.PurePool.UNet Namespace](#)

UNetPooling.SpawnHandler Method

Spawns a **GameObject** that's been registered with **ClientScene**, with pooling support.

Namespace: [Umbrace.Unity.PurePool.UNet](#)

Assembly: Umbrace.Unity.PurePool.UNet (in Umbrace.Unity.PurePool.UNet.dll) Version: 0.0.0.0

(1.0.0.0)

Syntax

C#

```
public GameObject SpawnHandler(  
    Vector3 position,  
    NetworkHash128 assetId  
)
```

Parameters

position

Type: `UnityEngine.Vector3`

The position to spawn the object at.

assetId

Type: `UnityEngine.Networking.NetworkHash128`

The asset ID of the object to spawn.

Return Value

Type: **GameObject**

The **GameObject** that was spawned.

Exceptions

| Exception | Condition |
|-----------------------------------|---|
| ArgumentException | When <i>assetId</i> has not been registered with ClientScene . |

Remarks

This method should be passed to the **RegisterPrefab(GameObject, SpawnDelegate, UnSpawnDelegate)** or **RegisterSpawnHandler(NetworkHash128, SpawnDelegate, UnSpawnDelegate)** methods.

Objects spawned using **SpawnHandler(Vector3, NetworkHash128)** should not be destroyed manually, but instead should be passed to [UnspawnHandler\(GameObject\)](#), to allow pooling to work. When using UNet, this means you should call **UnSpawn(GameObject)** instead of **Destroy(GameObject)**.

See Also

[UNetPooling Class](#)

[Umbrace.Unity.PurePool.UNet Namespace](#)

[UNetPooling.UnspawnHandler\(GameObject\)](#)

`ClientScene.RegisterPrefab(GameObject, SpawnDelegate, UnSpawnDelegate)`

`ClientScene.RegisterSpawnHandler(NetworkHash128, SpawnDelegate, UnSpawnDelegate)`

`NetworkServer.UnSpawn(GameObject)`

UNetPooling.UnspawnHandler Method

Despawns a **GameObject**, with pooling support.

Namespace: [Umbrace.Unity.PurePool.UNet](#)

Assembly: Umbrace.Unity.PurePool.UNet (in Umbrace.Unity.PurePool.UNet.dll) Version: 0.0.0.0

(1.0.0.0)

Syntax

C#

```
public void UnspawnHandler(  
    GameObject instance  
)
```

Parameters

instance

Type: UnityEngine.GameObject

The **GameObject** to be despawned.

Remarks

This method should be passed to the **RegisterPrefab(GameObject, SpawnDelegate, UnSpawnDelegate)** or **RegisterSpawnHandler(NetworkHash128, SpawnDelegate, UnSpawnDelegate)** methods.

Despawning of a networked **GameObject** can then be performed by calling **UnSpawn(GameObject)**.

See Also

[UNetPooling Class](#)

[Umbrace.Unity.PurePool.UNet Namespace](#)

[UNetPooling.SpawnHandler\(Vector3, NetworkHash128\)](#)

`ClientScene.RegisterPrefab(GameObject, SpawnDelegate, UnSpawnDelegate)`

`ClientScene.RegisterSpawnHandler(NetworkHash128, SpawnDelegate, UnSpawnDelegate)`

`NetworkServer.UnSpawn(GameObject)`

UNetPooling.UNetPooling Fields

The [UNetPooling](#) type exposes the following members.

Fields

| Name | Description |
|--|---|
|  AutoRegister | A value indicating whether to automatically register prefabs with ClientScene when pools are initialised by the manager. |
|  PoolManager | The GameObjectPoolManager responsible for managing the pools. |

See Also

[UNetPooling Class](#)

[Umbrace.Unity.PurePool.UNet Namespace](#)

UNetPooling.AutoRegister Field

A value indicating whether to automatically register prefabs with **ClientScene** when pools are initialised by the manager.

Namespace: [Umbrace.Unity.PurePool.UNet](#)

Assembly: Umbrace.Unity.PurePool.UNet (in Umbrace.Unity.PurePool.UNet.dll) Version: 0.0.0.0 (1.0.0.0)

Syntax

C#

```
[TooltipAttribute("A value indicating whether to automatically register  
prefabs with ClientScene when pools are initialised by the manager.")]  
public bool AutoRegister
```

Field Value

Type: [Boolean](#)

See Also

[UNetPooling Class](#)

[Umbrace.Unity.PurePool.UNet Namespace](#)

UNetPooling.PoolManager Field

The [GameObjectPoolManager](#) responsible for managing the pools.

Namespace: [Umbrace.Unity.PurePool.UNet](#)

Assembly: Umbrace.Unity.PurePool.UNet (in Umbrace.Unity.PurePool.UNet.dll) Version: 0.0.0.0

(1.0.0.0)

Syntax

C#

```
[TooltipAttribute("The GameObjectPoolManager responsible for managing the pools.")]  
public GameObjectPoolManager PoolManager
```

Field Value

Type: [GameObjectPoolManager](#)

See Also

[UNetPooling Class](#)

[Umbrace.Unity.PurePool.UNet Namespace](#)