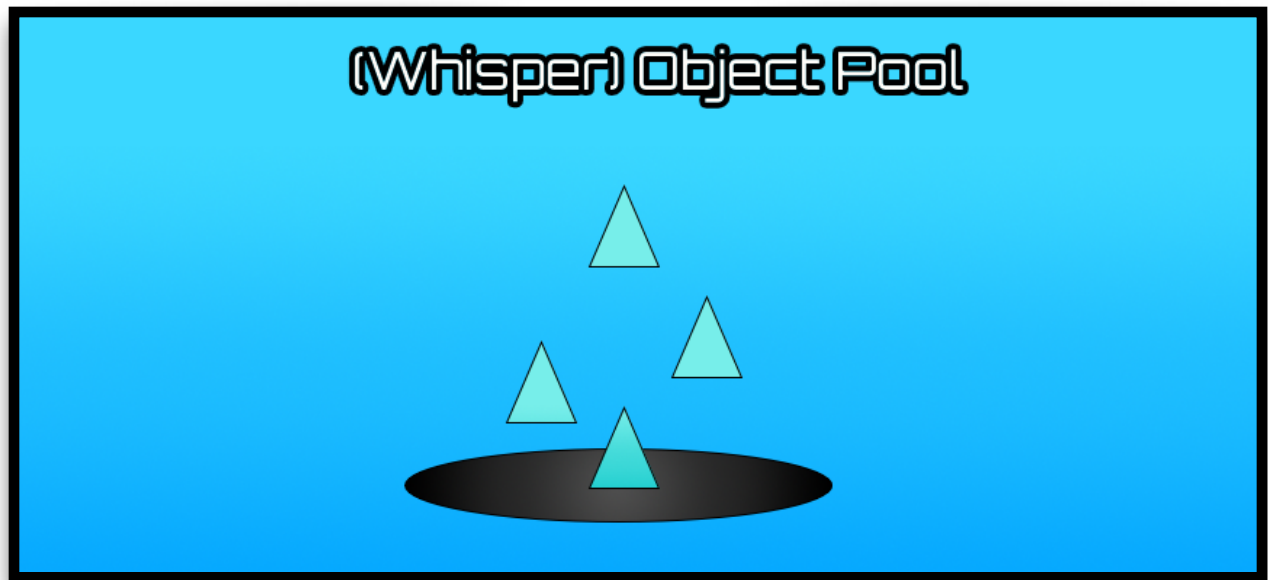


(Whisper) Object Pool



Singularity Productions LLC

Introduction

Hello, and thank you for downloading the **(Whisper) Object Pool** from the Unity Asset Store. We here at Singularity Productions LLC are working hard to make tools to make your development life easier and more enjoyable. We thank you for using our assets, and we wish you well on all of your game-making endeavors!

Assets, including art, some scripts, and music in the provided example scene are based on assets provided by Unity Technologies on the Unity Asset Store. Singularity Productions LLC does not claim to own any of these assets.

- Colin Cammarano, Founder

Getting Started

The **(Whisper) Object Pool** was designed to integrate as easily and as painlessly possible into your projects. Follow the steps below to get started with both the free and full versions of the system.

1. Open (or create) a scene in Unity.
2. On the menu bar, navigate to `GameObject > Whisper > Create Object Pool`.
3. The editor will place a **(Whisper) Object Pool Manager** object into the current scene. Check the console if the object does not appear—this means it has been moved from its place in the “Resources” folder.
4. If the **(Whisper) Object Pool Manager** does not appear, navigate to the “Pool/Resources/Whisper/” or “PoolLite/Resources/Whisper/” and drag the prefab into your scene.
5. Drag and drop your prefabs into the fields in the **(Whisper) Object Pool’s** inspector. The custom inspector in the full version gives detailed tips in setting up the **(Whisper) Object Pool**. Alternatively, if you are using Pool Presets, drag and drop those preset assets into the specified fields in the inspector.
6. To retrieve a pooled object, simply call `ObjectPoolManager.Instance.Acquire(...)`, filling in the object’s name, position, and rotation in the method arguments. By default, in the full version, the pool can instantiate new instances if all pooled objects are in use, and furthermore, the pool can instantiate or destroy objects using the Unity API. Simply call “acquire” and set the name argument to a path to a prefab in the “Resources” folder. This feature has been deprecated, although code support remains available.
7. To release an object, simply call `ObjectPoolManager.Instance.Release(obj)`, where “obj” is the object to release. If it was pooled, it will be returned to the pool and disabled. If it was instantiated, the full version of the pool will handle destroying the object.

8. The **(Whisper) Object Pool** has wrapper methods around the Unity API that allow for simple object instantiation and removal. Simply call “Instantiate” or “Destroy” and input the parameters specified by the function signature.
9. That’s it! The **(Whisper) Object Pool** takes care of everything else!

Full Version Features

Documented below are features included in the full version of the **(Whisper)** **Object Pool**:

1. Objects can be moved in the scene hierarchy by the pool to help with scene organization.
2. Helpful tips are provided in the custom inspector.
3. The pool can instantiate and destroy objects by enabling the “Instantiate Objects” in the inspector, or by using one of the provided Unity API wrapper methods.
4. Save, share, and combine pooled object lists between scenes using the “Pool Presets” feature.
5. Full source code is provided in the full version.
6. Offline Doxygen documentation is provided.