GameObjectPool

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

 $Start\ by\ creating\ a\ new\ GameObjectPoolReference\ ScriptableObject\ from\ {\bf Assets} > {\bf Create} > {\bf CandyCoded} > {\bf GameObjectPoolReference}.$

Drag the prefab you are going to Instantiate into the newly created GameObjectPoolReference and specify the number of GameObjects to Instantiate on populate. You can also specify a parent transform here.

In a script, create a private, serialized field for the GameObjectPoolReference.

```
public CandyCoded.GameObjectPoolReference gameObjectPoolRef;
Populate the GameObject pool on either Awake or Start.
private void Awake()
{
    gameObjectPoolRef.Populate();
}
```

Then create an action that retrieves and shows prefabs. In this case, a prefab will be shown every frame a key is down.

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