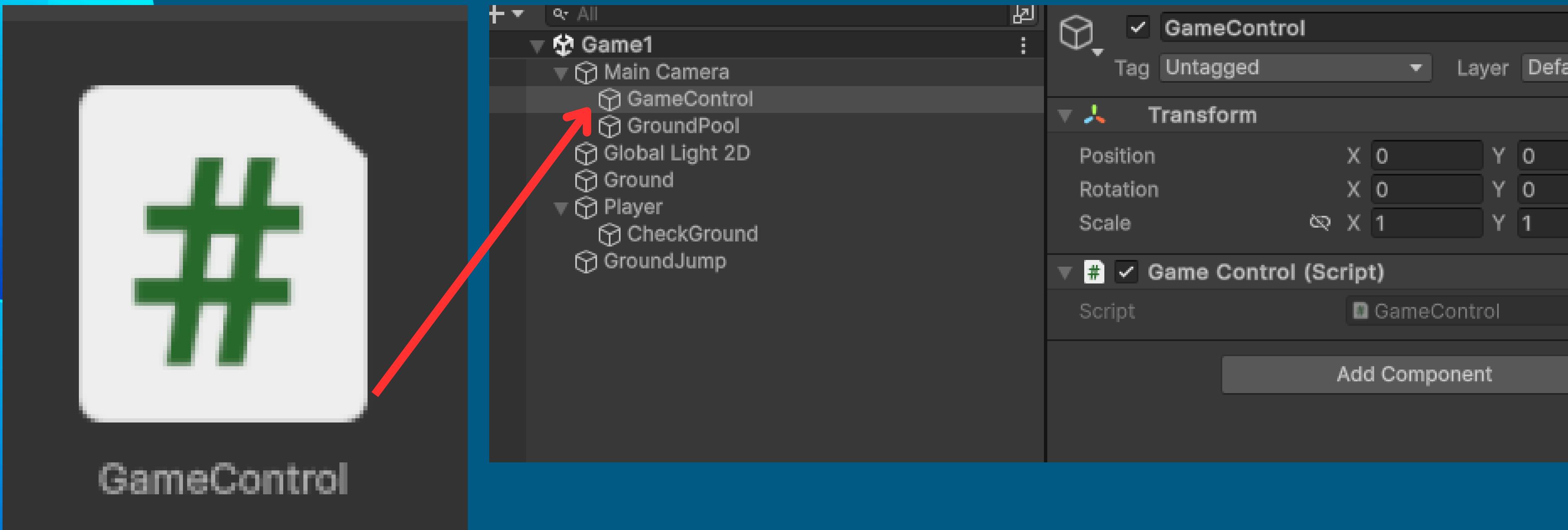


Crie Um GameObjet e Classe chamada GameControl



Atualize sua classe ObjectPool

Script de Unity | 1 referência

```
public class ObjectPool : MonoBehaviour
```

```
{
```

```
//public static ObjectPool SharedInstance;  
[SerializeField] protected GameController _gameControl;  
[SerializeField] protected List<GameObject> pooledObjects;  
[SerializeField] protected GameObject objectToPool;  
[SerializeField] protected int amountToPool;
```

Mensagem do Unity | 2 referências

```
public virtual void Awake()
```

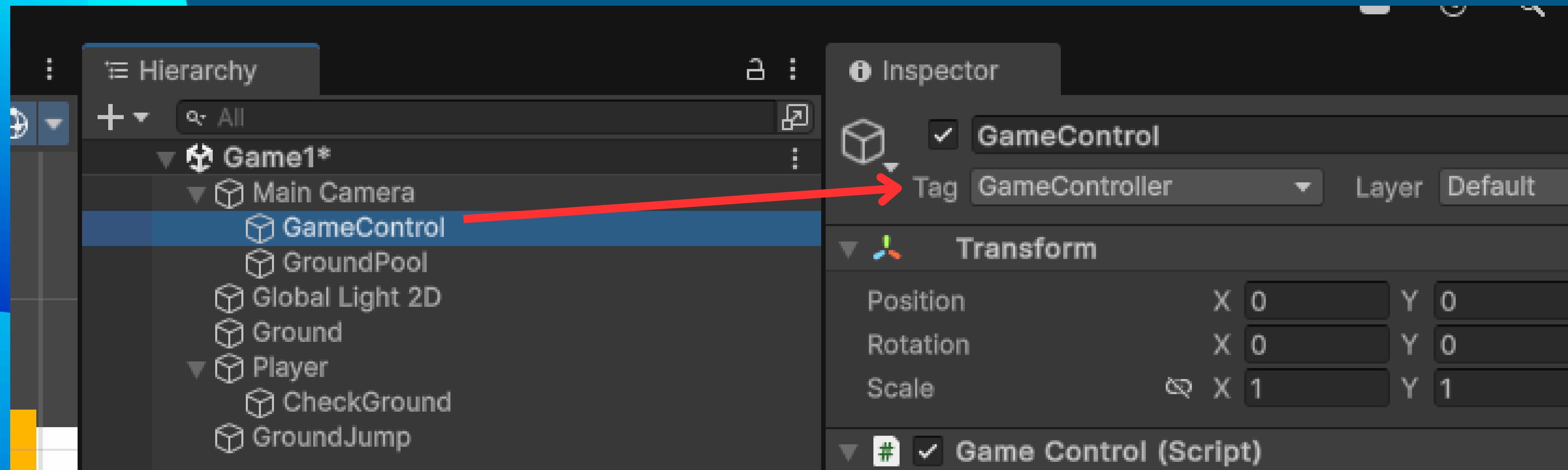
```
{
```

```
    _gameControl = GameObject.FindWithTag("GameController").GetComponent<GameController>();  
    //SharedInstance = this;  
}
```

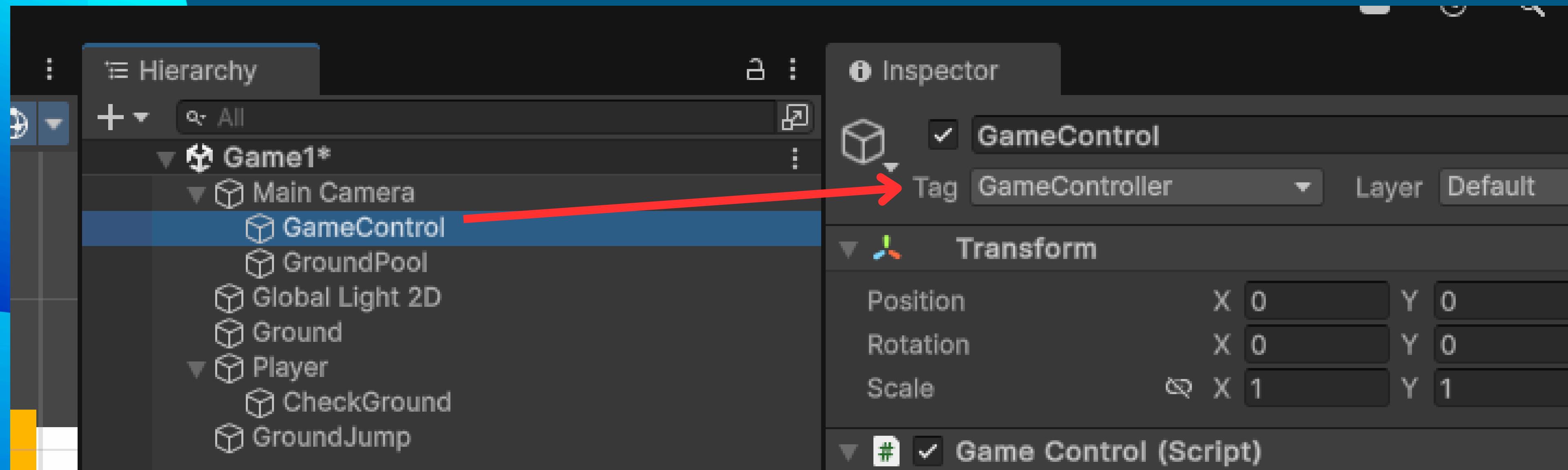
Declarando a Variável `_gameControl`

Chame Dessa forma

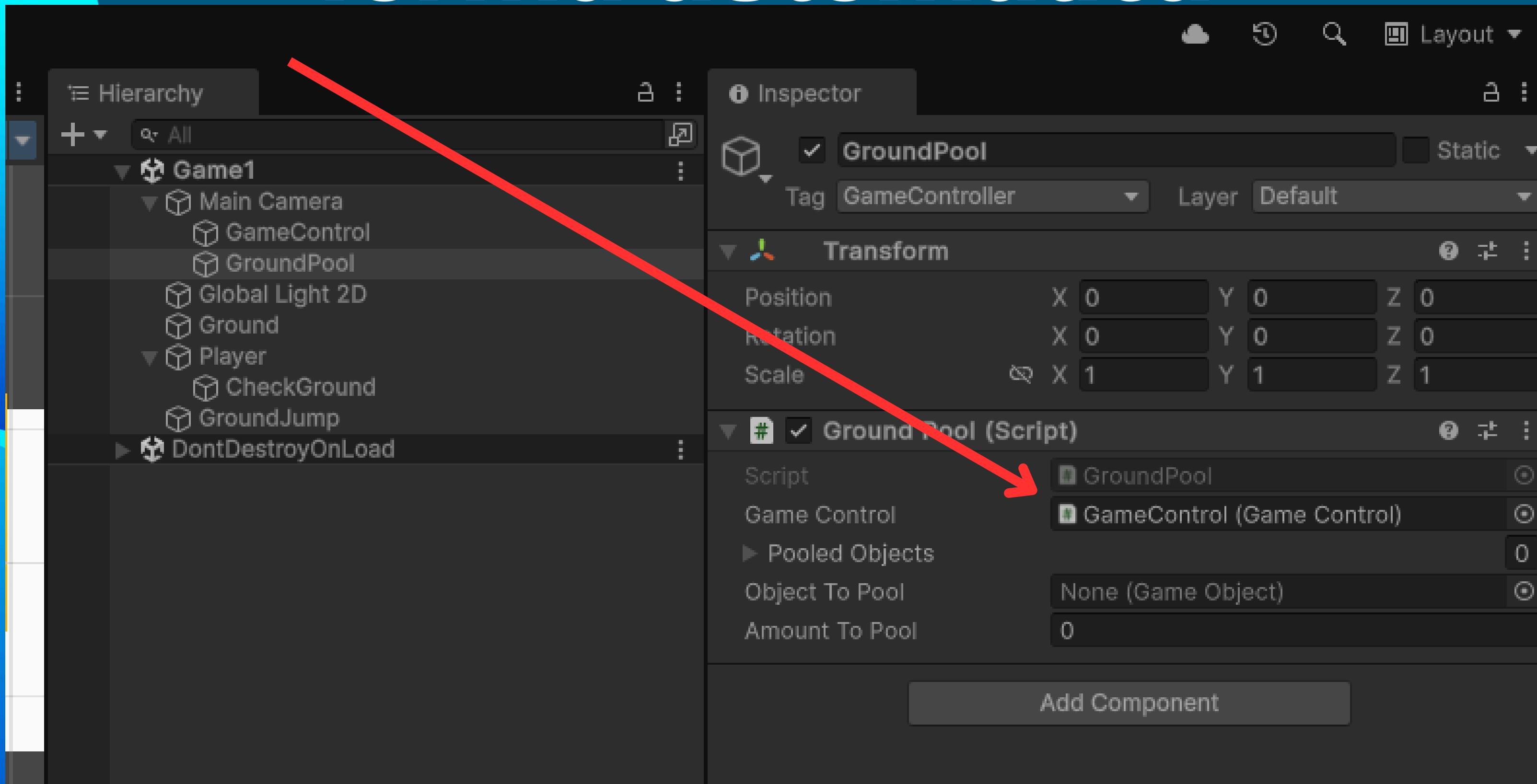
Coloque na Tag



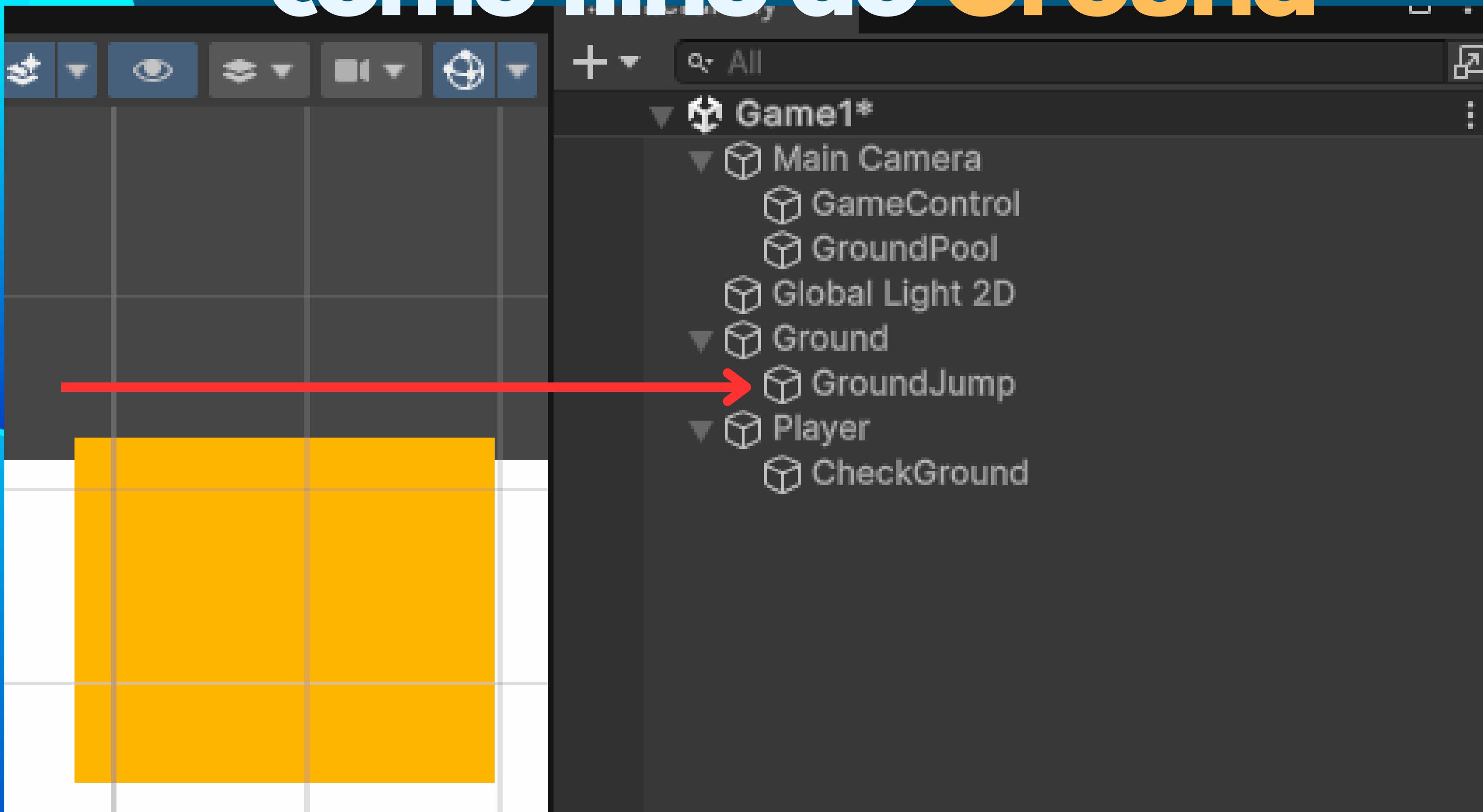
Coloque na Tag



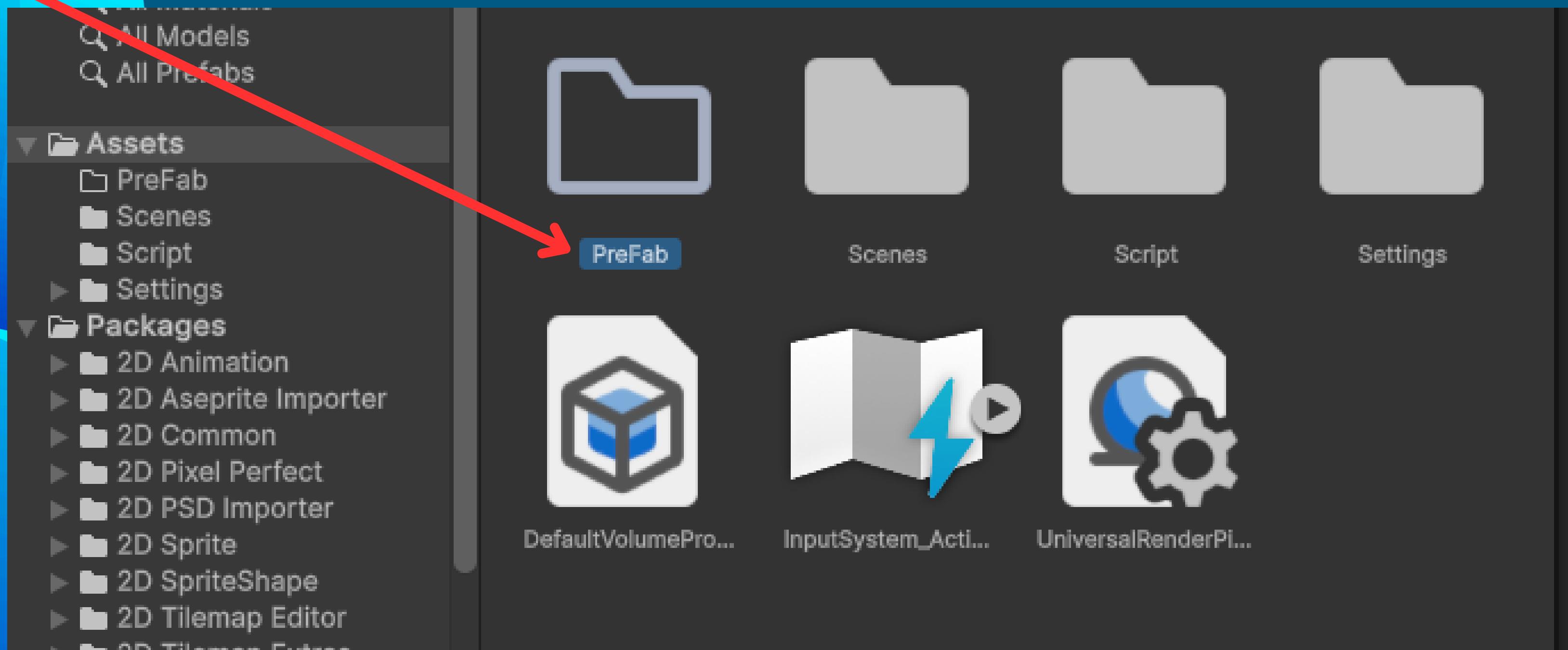
Ative o Play e veja se Seta de forma automatica



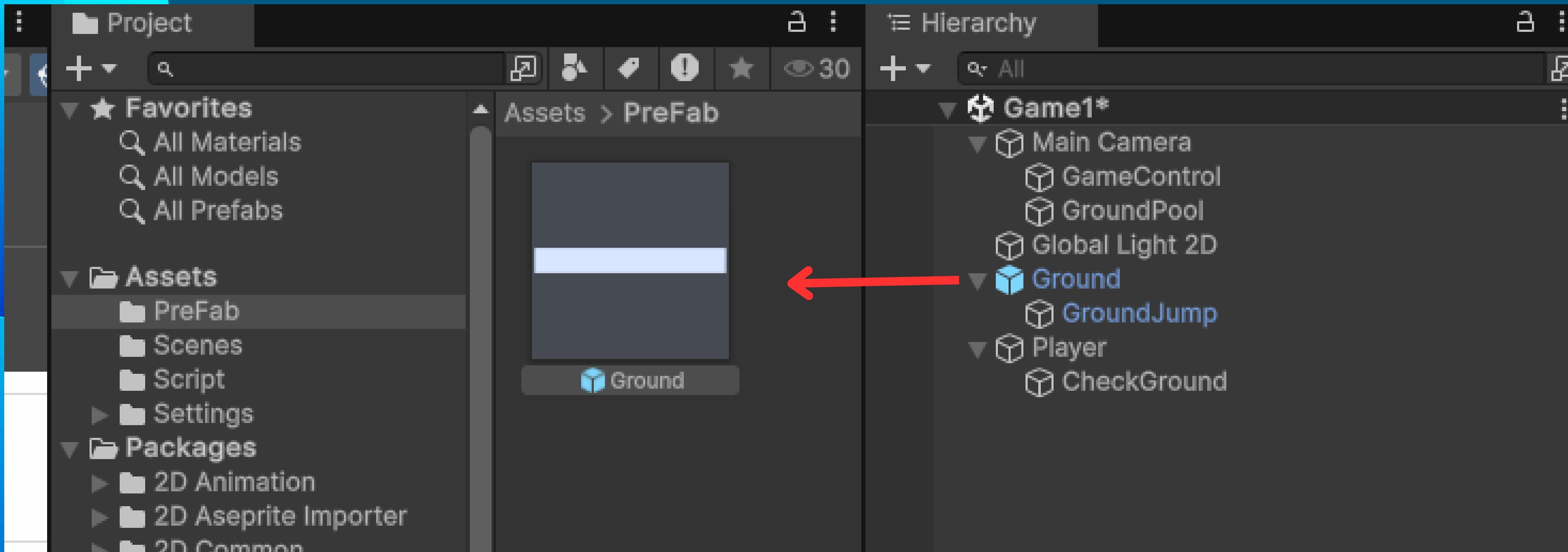
Coloque o GroundJump como filho do Ground



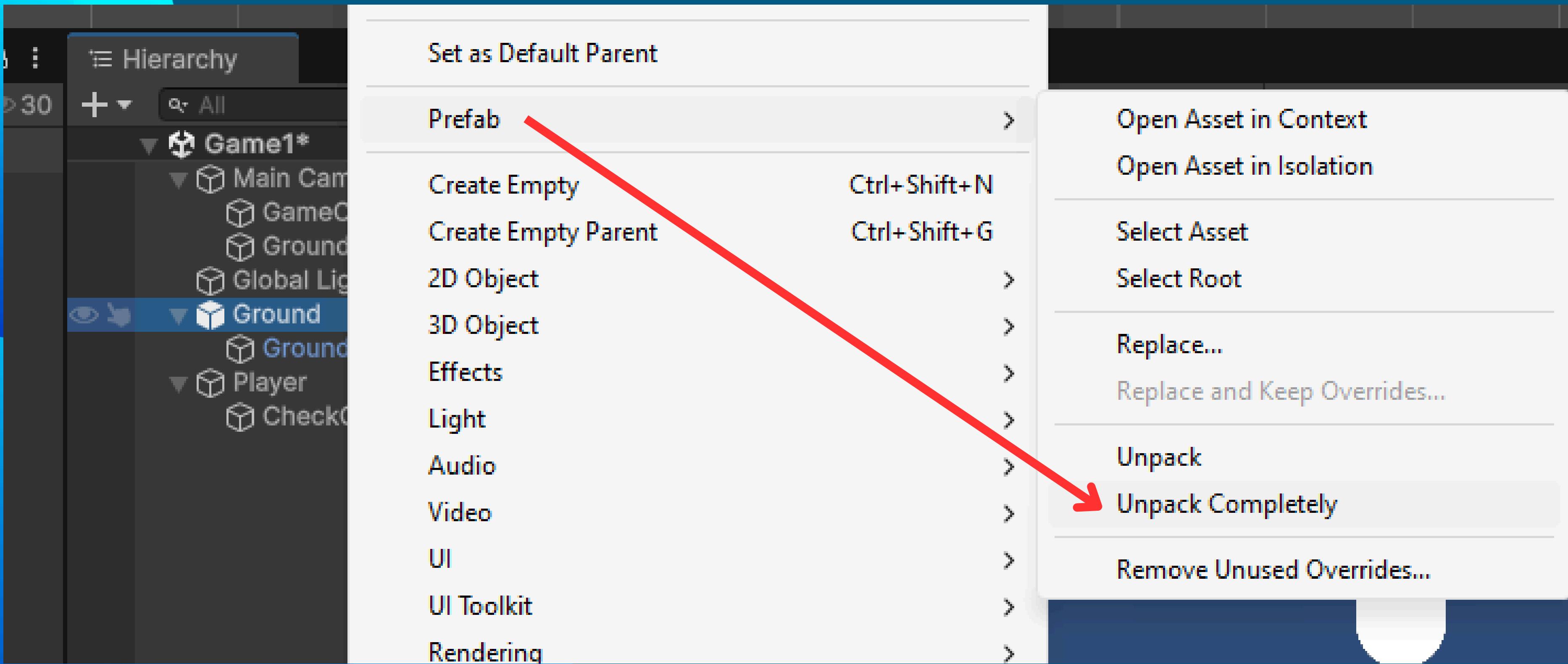
Crie a Pasta PreFab



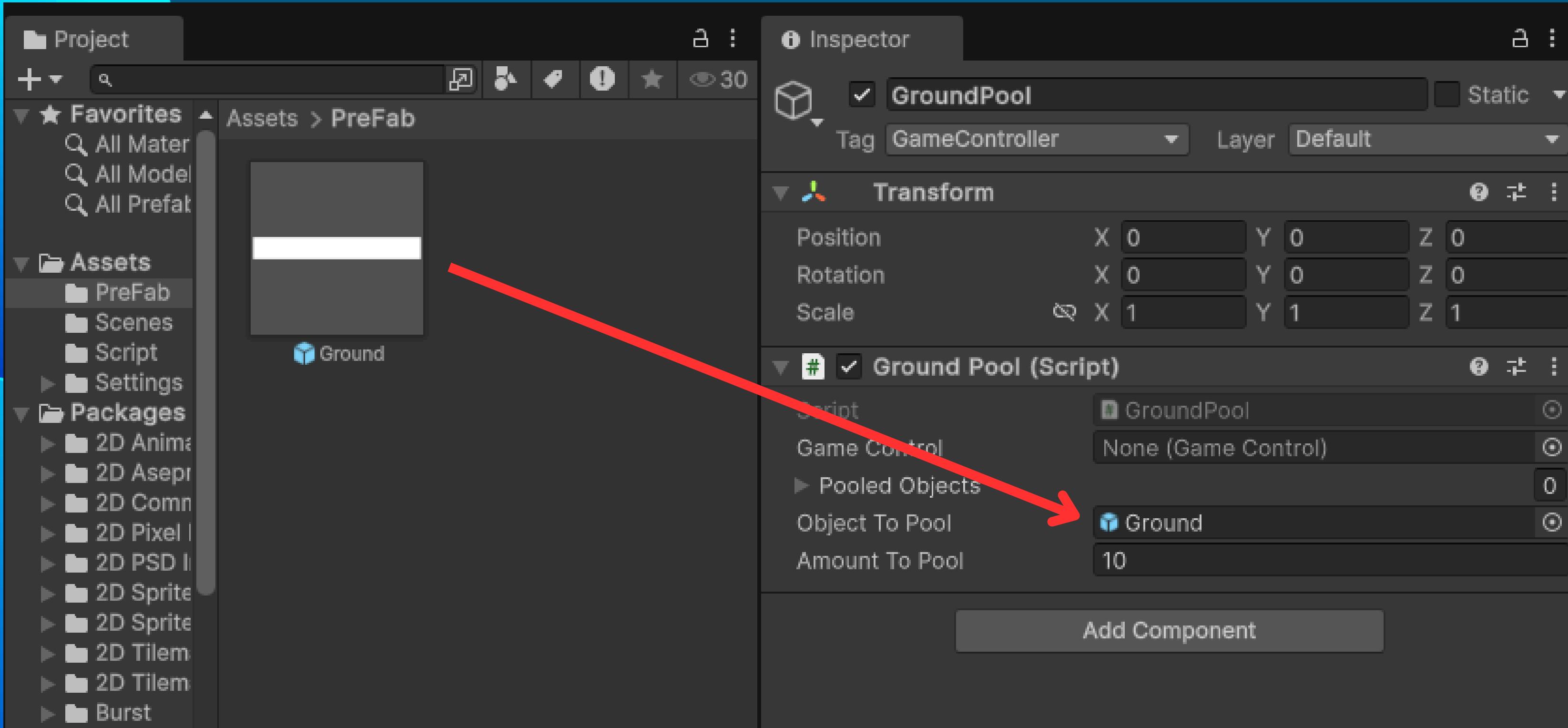
Arraste o GameObjetc Ground Para a pasta Prefab



Arraste o GameObject Ground Para a pasta Prefab



Arraste o Prefab Ground Para a pasta onde a sesta esta apontada



Na Classe GameControl

Chame com
Invoke

Renomeie a
Função Update
para
GroundStart

```
Script do Unity (1 referência de ativo) | 2 referências
public class GameControl : MonoBehaviour
{
    // Start is called once before the first frame
    // Update is called once per frame
    void Start()
    {
        Invoke("GroundStart", 1);
    }

    void GroundStart()
    {
    }
}
```

Acesse de Novo e copie esse cod

<https://learn.unity.com/tutorial/introduction-to-object-pooling>

```
GameObject bullet = ObjectPool.SharedInstance.GetPooledObject();
if (bullet != null) {
    bullet.transform.position = turret.transform.position;
    bullet.transform.rotation = turret.transform.rotation;
    bullet.SetActive(true);
}
```

Cole Dentro da função **GroundStart**

<https://learn.unity.com/tutorial/introduction-to-object-pooling>

```
0 referências
void GroundStart()
{
    GameObject bullet = ObjectPool.SharedInstance.GetPooledObject();
    if (bullet != null)
    {
        bullet.transform.position = turret.transform.position;
        bullet.transform.rotation = turret.transform.rotation;
        bullet.SetActive(true);
    }
}
```

Cole Dentro da função GroundStart

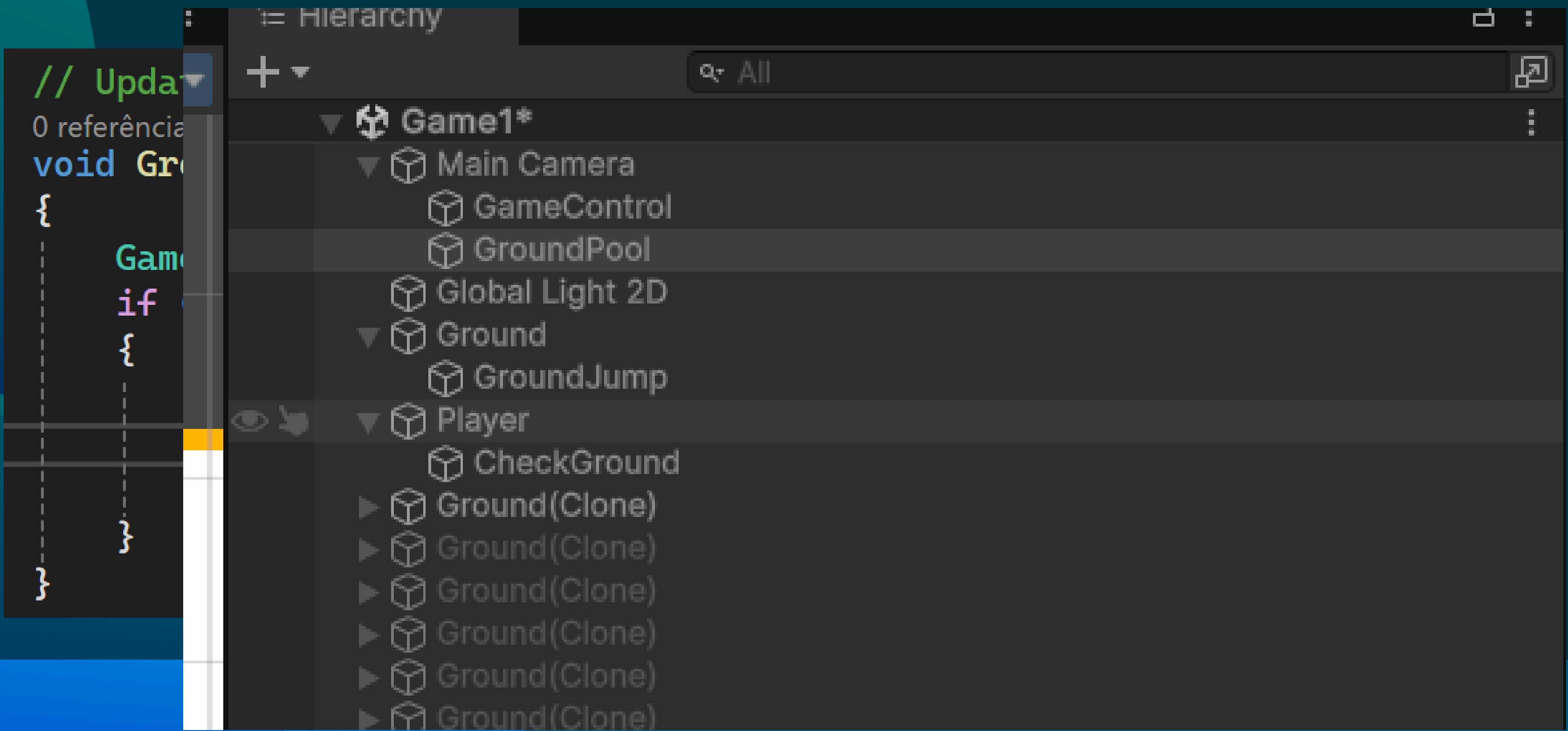
```
Script do Unity (1 referência de ativo) | 2 referências
public class GroundPool : ObjectPool
{
    public static GroundPool _groundPool;
```

```
0 referências
void GroundStart()
{
    GameObject bullet = ObjectPool.SharedInstance.GetPooledObject();
    if (bullet != null)
    {
        bullet.transform.position = turret.transform.position;
        bullet.transform.rotation = turret.transform.rotation;
        bullet.SetActive(true);
    }
}
```

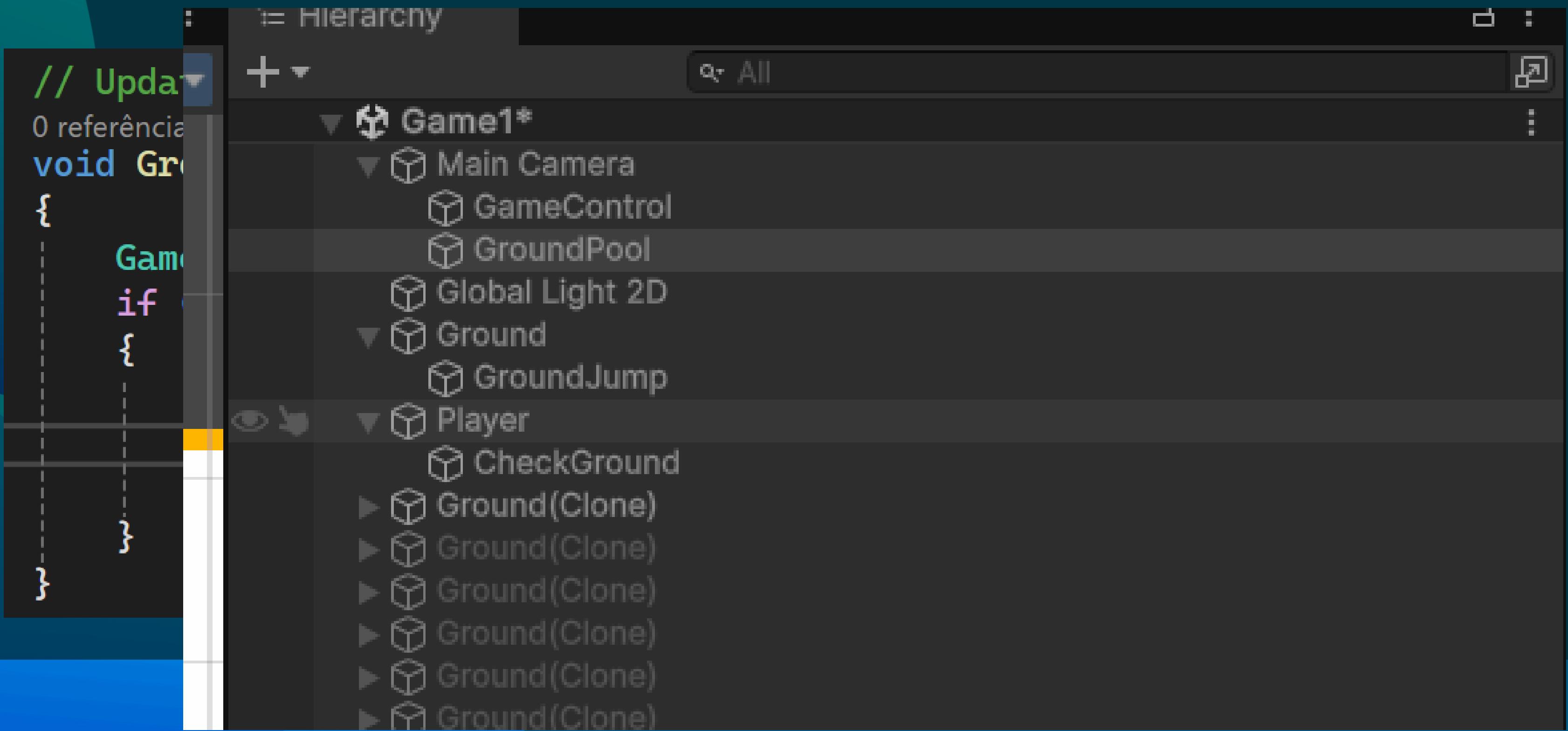
Ficando assim

```
// Update is called once per frame
0 referências
void GroundStart()
{
    GameObject bullet = GroundPool._groundPool.GetPooledObject();
    if (bullet != null)
    {
        //bullet.transform.position = turret.transform.position;
        //bullet.transform.rotation = turret.transform.rotation;
        bullet.SetActive(true);
    }
}
```

Somente um Ativado



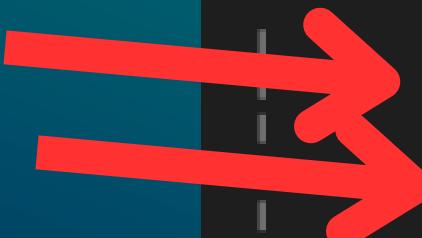
Somente um Ativado



Crie no GameControl

```
Script do Unity (1 referencia de ativo) | 2 referencias
public class GameControl : MonoBehaviour
{
    [SerializeField] Transform _groundBase;
    [SerializeField] float _groundH;

    Mensagem do Unity | 0 referências
    void Start()
    {
        _groundH = _groundBase.position.y;
        Invoke("GroundStart", 1);
    }
}
```



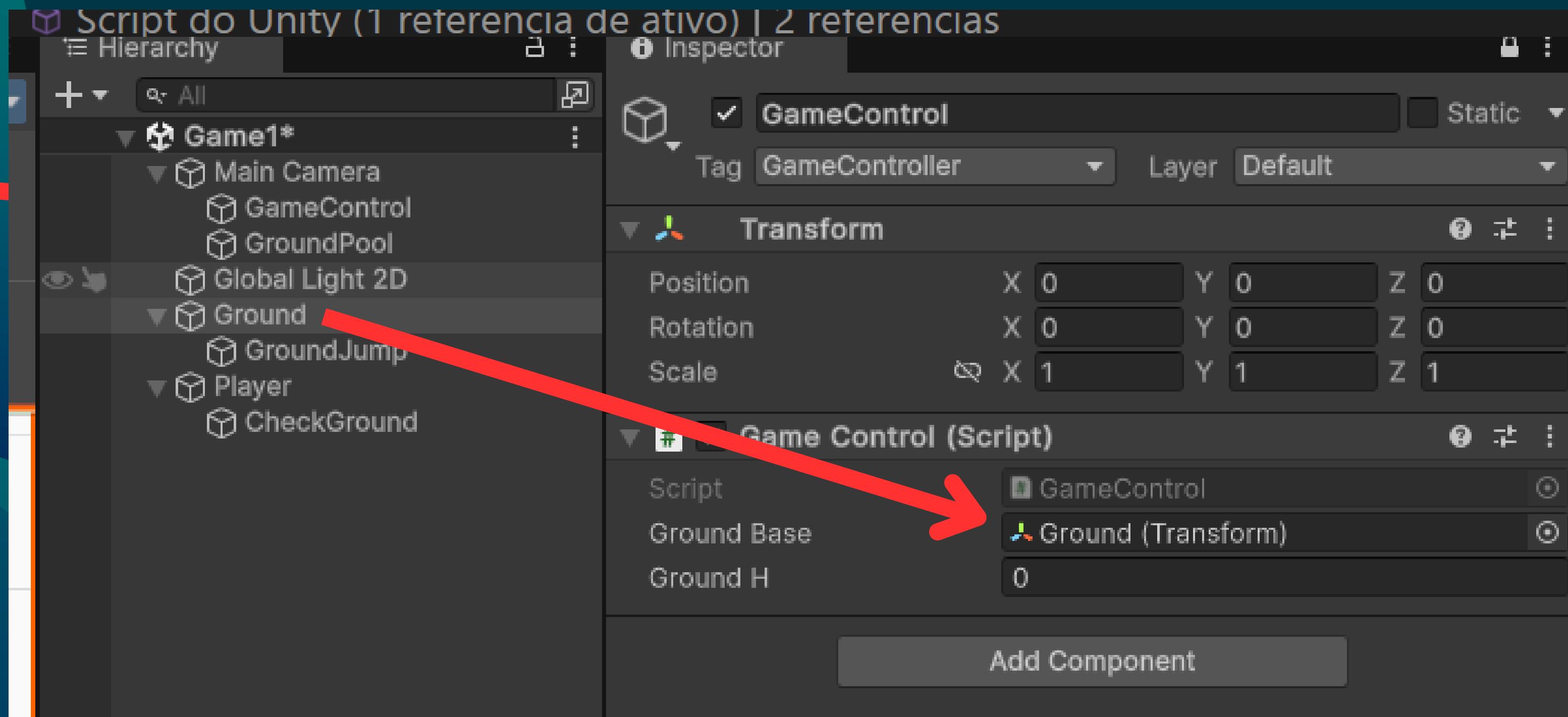
Crie no GameControl

Script do Unity (1 referencia de ativo) | 2 referencias

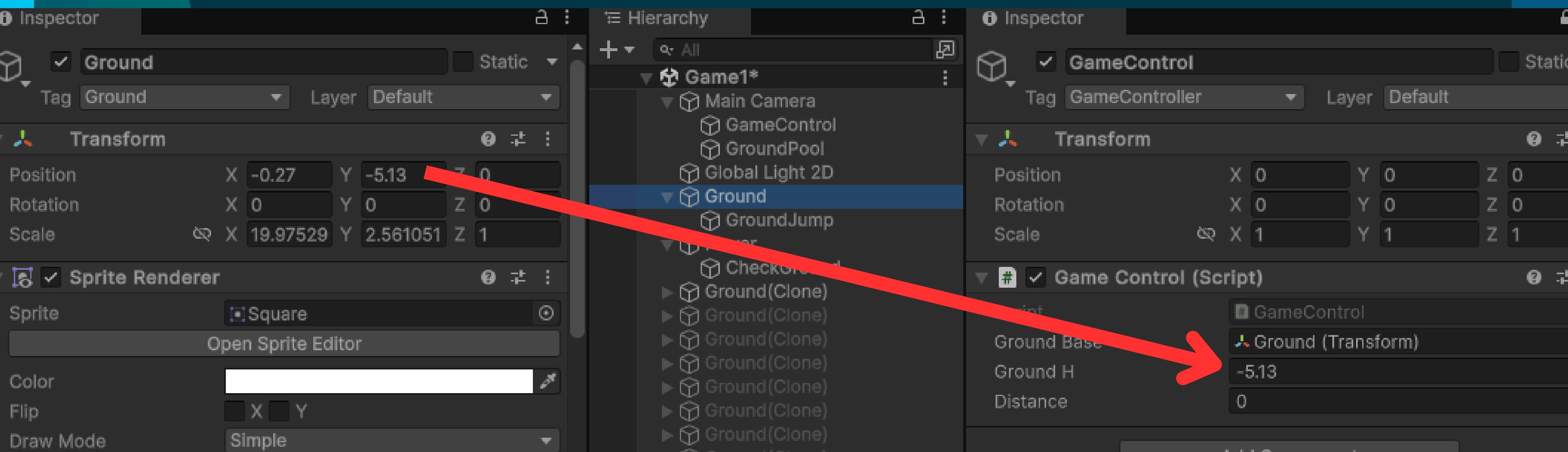
```
public class GameControl : MonoBehaviour
{
    public class GameControl : MonoBehaviour
    {
        [SerializeField] Transform _groundBase;
        [SerializeField] float _groundH;

        [SerializeField] float _distance;
    }
}
```

Crie no GameControl



Crie no GameControl



Crie no GameControl

```
roundStart()

    meObject bullet = GroundPool._groundPool.GetPooledObject();
    (bullet != null)

        bullet.transform.position = new Vector2(bullet.transform.position.x, _groundH + _distance);
        //bullet.transform.rotation = turret.transform.rotation;
        bullet.SetActive(true);

    transform.position = new Vector2(bullet.transform.position.x, _groundH + _distance);
```

Crie no GameControl

