

# Change Log

## Version 1.0.6

Fixed DespawnAll behaviour with delayed pooling.  
Simplified spawn & despawn list handling code.  
Improved demo scene comments.

## Version 1.0.5

Moved main LeanPool code to LeanGameObjectPool component.  
Added 'Recycle' setting and feature.  
Added 'Persist' setting and feature.  
Added 'Warnings' setting and feature.  
Added tracking of spawned objects.

## Version 1.0.4

Fixed despawn delay bug with components.

## Version 1.0.3

Removed OnDespawn message when caching objects.

## Version 1.0.2

Fixed ambiguous Spawn and Despawn calls when passing GameObjects.

## Version 1.0.1

Added support for delayed despawning e.g. Destroy(obj, delay) -> Lean.Pool.Despawn(obj, delay)  
Added the 'Simple Delayed Pooling' demo scene.  
Added the LeanClassPool class, for normal class pooling.

## Version 1.0.0

Initial Release.