OBJECT POOLING

Made by **Snyfiz**

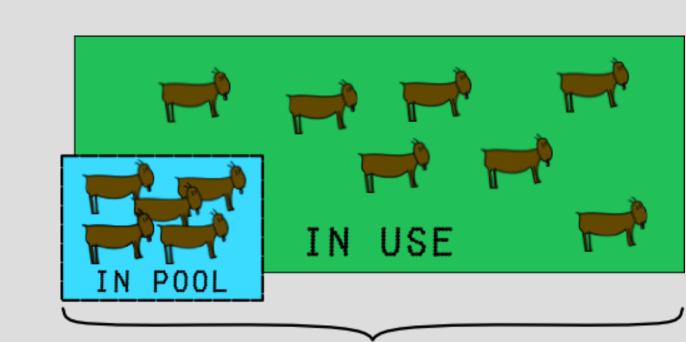
WHY AND WHEN TO USE IT

- A pooling object is used to minimise performance costs when you have a large number of recurrent instantiations/destructions.
- However, it does not reduce the cost of performance when an object is active. Object pooling is ONLY used to reduce the cost of recurrent instantiation and destruction.
- This design pattern can be extremely useful in a game such as bullet hell, where bullets are instantiated in large quantities.

PRINCIPES

- Rather than instantiating objects when you need one, you instantiate **nObjects** when the game is launched.
- When you need the object, you activate it and remove it from the available object container.
- Once you no longer need the object, you **deactivate** it and replace it in your **available object container**.

SCHEME



Total Allocated Goats