

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

