

Change Log

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.