

## CDDS\_Optimise Design Document

In CDDS\_Optimise there are multiple Critters/Actors generated in a scene. They are copied/generated individually. By using an object pool, we can limit the amount of memory and resources used by pooling those objects and enabling/disabling them as needed.

ObjectPool
<div>+List&lt;T*&gt; m_enabled +List&lt;T*&gt; m_disabled;</div>
<div>int CountActive():: returns m_enabled length int CountInactive():: m_disabled length int CountAll():: return total length Clear()::Void Disable(T&amp; element)::Void Release(T&amp;element)::Void T* Get()</div>

Critter\* are stored into the m\_disabled List at startup, then T\* get moves those Critters into m\_enabled as needed/required. Disabled moves items from the enabled list to the disabled list.