

## SgtDebris

This component handles a single debris object.

### OnSpawn

Called when this debris is spawned (if pooling is enabled).

### OnDespawn

Called when this debris is despawned (if pooling is enabled).

### Pool

Can this debris be pooled?

### State

The current state of the scaling.

### Prefab

The prefab this was instantiated from.

### Scale

This gets automatically copied when spawning debris.

### Cell

The cell this debris was spawned in.

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