

## PoolReference

The PoolReference ScriptableObject is used to create ScriptableObjects that can pool generic objects for performant reuse.

**Basic Setup** Create a new class, extend PoolReference<T> with a type (in this case GameObject) and setup the override method Create. The Create method must return a new object with the same type as was specified in the class signature.

```
using UnityEngine;
using CandyCoded;

public class GameObjectPool : PoolReference<GameObject>
{
    protected override GameObject Create()
    {
        var gameObject = GameObject.CreatePrimitive(PrimitiveType.Cube);

        gameObject.SetActive(false);

        return gameObject;
    }
}
```

**Populate** Populates pool with objects generated via the Create method.

```
poolReference.Populate();
```

**Retrieve** Retrieves an object from the pool if available. If no objects are available, a new one is created and returned.

```
Debug.Log(poolReference.Retrieve());
```

**Release** Releases an object back into the object pool.

```
poolReference.Release(item);
```

**ReleaseAllObjects** Releases all objects back into the object pool.

```
poolReference.ReleaseAllObjects();
```