﻿using UnityEngine;

//This script handles any items that leave the scene

public class DestroyArea : MonoBehaviour

{

void OnTriggerExit2D (Collider2D c)

{

//Get the items layer name

string layerName = LayerMask.LayerToName (c.gameObject.layer);

//If it is an enemy...

if (layerName == "Enemy")

//...deactivate it (since enemies aren't a part of the generic pool)...

c.gameObject.SetActive (false);

//...otherwise...

else

//...send it to the pool.

ObjectPool.current.PoolObject(c.gameObject);

}

}