﻿using UnityEngine;

//This script controls the explosion prefab

public class Explosion : MonoBehaviour

{

public float lifeTime = 1f; //Lifetime of the explosion in seconds

void OnEnable ()

{

//Invoke the Die method

Invoke ("Die", lifeTime);

}

void OnDisable()

{

//Cancel the invoke if something else removes the explosion

CancelInvoke ("Die");

}

void Die()

{

//Re-add the explosion to the pool

ObjectPool.current.PoolObject (gameObject);

}

}