

# Debris

This component can be attached to prefabs allowing them to be used with the SgtDebrisSpawner.

## Pool

This allows you to enable pooling of this debris object. Pooling causes the OnSpawn and OnDespawn events to get fired, so make sure any custom components you have attached to this handle these scenarios.

## Spawner

This stores the SgtDebrisSpawner that spawned this.

## Prefab

If this debris has been spawned then this stores the prefab it came from. This is used for the pooling feature.

## Scale

This stores the target scale of this debris. Debris scale changes based on its distance to the SgtDebrisSpawner.Follower, so storing this is required.