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## Conditional Compilation

Conditional compilation can be used to conditionally include or exclude portions of a source file. In the case of Pure Pool, it can enable or disable specific features. You may wish to disable features that you don't use, especially for your final release builds, to ensure maximum performance.

## Built Assemblies

Pure Pool is shipped with binaries built with the two solution configurations: Debug and Release. **By default, the binaries that are installed are those from the Debug solution configuration.** The other binaries are stored in the **Pure Pool Binaries.zip** file within the **Plugins\Umbrace.Unity.PurePool\Binaries** folder, and can be extracted to your Unity Assets folder as required.

It's important to remember that Unity uses meta files (.meta file extension) to maintain the link between the components in your scene's GameObjects or prefabs, and the DLL library where the component is defined. When you change the Pure Pool binaries for a different solution configuration, always ensure you keep the meta file intact. If the meta file is deleted or overwritten, you may lose the connection between the components and the library, which results in "Missing script" errors.

If you encounter the "Missing script" errors, please look at our [meta files page](#) for steps to fix the problem.

## Symbols

The following list shows the symbols that can be defined when building the solution, and their meaning.

### CONTRACTS\_FULL

Includes contract pre-condition checking. This helps you to know when you're passing

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incorrect arguments to a method.

## POOL\_STATISTICS

Records general operational statistics about the pools at runtime.

## LOG\_MESSAGING

Includes log messaging in the built assemblies.

These symbols can be defined or undefined to control which features and functionality are present in the build output.

## Defined Symbols

Pure Pool is distributed with several binaries, which have each been built with different symbols defined. The table below shows which symbols were defined for each build.

### Defined Symbols in Builds

Solution Configuration	Defined Symbols	Explanation
Debug	CONTRACTS_FULL POOL_STATISTICS LOG_MESSAGING	<p>The Debug configuration defines <b>CONTRACTS_FULL</b> to include full contract pre-condition checking.</p> <p>It also defines <b>POOL_STATISTICS</b> to record general operational statistics about the pools at runtime.</p> <p>It defines <b>LOG_MESSAGING</b> to include log messaging in the built assemblies.</p> <p>This configuration is most suited to testing your game outside of the Unity Editor, in one of the available players.</p>
Release	POOL_STATISTICS	<p>The Release configuration defines <b>POOL_STATISTICS</b> to record general operational statistics about the pools at runtime.</p> <p>This configuration is most suited to releasing your game, and building for one of the available players.</p>