

## Contents

- [Release Notes](#)
- [v1.8 \(2020-07-09\)](#)
- [v1.7 \(2020-06-14\)](#)
- [v1.6 \(2020-06-07\)](#)
- [v1.5 \(2020-04-13\)](#)
- [v1.4 \(2019-08-27\)](#)
- [v1.2 \(2018-01-31\)](#)
- [v1.1 \(2017-07-03\)](#)
- [v1.0 \(2017-06-15\)](#)

## Release Notes

Find out what's new in Pure Pool, or take a trip back in time and discover historical developments.

### v1.8 (2020-07-09)

Version 1.8, first offered to Asset Store users on July 9, 2020.

- Added an integration script for [Photon Bolt](#).
- Added an integration script for [Mirror Networking](#), a replacement for the discontinued UNet.
- Improvements to the included [PlayMaker](#) actions:
  - The [Acquire Game Object From Manager](#) action no longer needs the `Prefab` to be stored in a variable, and the `Prefab` and `Parent` values default to "Use Owner".
  - The [Release Game Object To Manager](#) action no longer needs the `Instance` to be stored in a variable, and defaults to "Use Owner".
  - Added a new action `Release Game Objects To Manager`, that releases an array of `GameObjects` to their appropriate pools.

[Discuss this release on the forum.](#)

### v1.7 (2020-06-14)

Version 1.7, first offered to Asset Store users on June 14, 2020.

- Added two new PlayMaker actions: [AcquireGameObjectFromManager](#) and [ReleaseGameObjectToManager](#).
- Added `Add` and `Remove` methods and a `ComponentsToReset` property to

# Pure Pool Documentation

Release Notes - [View Webpage](#)

---

PoolableMonoBehaviour, to allow programmatic modifications.

- Bug fixes for PUN integration scripts, and additional error logging.

[Discuss this release on the forum.](#)

## v1.6 (2020-06-07)

Version 1.6, first offered to Asset Store users on June 7, 2020.

- Simplified the out-of-the-box usage of Pure Pool. The "Debug (Editor)" configuration has been removed, and both Debug and Release binaries can be used to make builds. The default binaries used are Debug.
- Improved the PUN integration scripts, including bug fixes for PUN2. The integration scripts are now serialisable, ensuring PUN pooling survives an assembly reload.

[Discuss this release on the forum.](#)

## v1.5 (2020-04-13)

Version 1.5, first offered to Asset Store users on April 13, 2020.

- Fixed errors in demo scene relating to the deprecation of Unity Networking (UNet).

## v1.4 (2019-08-27)

Version 1.4, first offered to Asset Store users on August 27, 2019.

- Added integration script for PUN 2.
- Bug fix for `EventArgsPool` error on iOS (and other AOT platforms).

## v1.2 (2018-01-31)

Version 1.2, first offered to Asset Store users on January 31, 2018.

- Bug fix for PUN spawning not respecting position and rotation.
- Bug fix for `DontDestroyOnLoad` causing error messages.

## v1.1 (2017-07-03)

Version 1.1, first offered to Asset Store users on July 3, 2017.

- Added an overload of the `Release` method that accepts a float delay as a parameter, to mirror the overload of `Object.Destroy` that takes a delay.
- Fixed the location of the `PrefabPool.cs` PUN integration script, which should be outside of the `Plugins` folder by default.

## v1.0 (2017-06-15)

Version 1.0, first offered to Asset Store users on June 15, 2017.

- Initial release of Pure Pool.