

# TpSpawnLink

This component should be attached to any prefab that you use with the SpawningUtil pooling system. If you forget it, SpawningUtil will automatically add it for you, but that's a tiny bit slower.

If you add it to a prefab manually you can use some of its special features:

- Auto-Destroy after a timeout.
- IgnoreCollider: the spawning system adds any prefab instances which have a collider to a special internal list. If set TRUE, the spawning system won't add an instance of such a prefab to this list. Used primarily with the Chunking/Layout system.

This class can be extended, however please ensure to call base class methods if you override any methods.

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Revision #3

Created 8 July 2025 14:58:46 by Vonchor

Updated 14 July 2025 17:46:07 by Vonchor