Important Variables to Know

This isn' *all* of the variables that are present but are some that are very important to the APooledCharacter's functionality:

int64 SoulID: A unique identifier for an NPC. This number is used to find the correct data associated with that NPC, so if you give the APooledCharacter a SoulID number, you will always get that "soul" (if it exists). Think of it like the equivalent of an American Social Security Number.

int32 DefinitionID: The order that the DefinitionData is in its corresponding database. It refers to general information about an NPC type, but not to a specific instance of that type (that would be SoulID). Think about this as the "species" that the APooledCharacter will become.

bool bIsUsed: Is this instance of APooledCharacter currently in use? Unused instances can be given the data needed to become an NPC while not overriding an instance that's already in use.

bool bUsingPooledMethod: Determines whether or not this instance of APooledCharacter is actually part of a pool. Instances that are in a pool are re-used so that we don't have to constantly create and destroy APooledCharacter instances, which can boggle down performance if left unchecked.

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