

# void SetUsed(bool bUsed)

SetUsed tells the APooledCharacter instance whether or not it is being used. If the instance is part of a pool, it enables/disables the ActorTick, collision, and visibility, then either begins or ends using the APooledCharacter (more on that later). If the APooledCharacter is NOT part of a pool, then it either begins using the instance or destroys it.

```
void APooledCharacter::SetUsed(bool bUsed)
{
    if (bUsingPooledMethod) {
        bIsUsed = bUsed;
        SetActorTickEnabled(bUsed);
        SetActorEnableCollision(bUsed);
        RootComponent->SetVisibility(bUsed, true);
        GetWorld()->GetTimerManager().ClearTimer(Timer);
        Timer.Invalidate();

        if (bUsed) {
            GetWorld()->GetTimerManager().SetTimer(Timer, this, &APooledCharacter::CallSetUsedFromTimer, Lifetime, false);
            BeginUsed();
        }
        else {
            EndUsed();
        }
    }
    else {
        if (bUsed) {
            BeginUsed();
        }
        else {
            UE_LOG(LogTemp, Log, TEXT("Destroying PooledCharacter"));
            Destroy();
        }
    }
}
```

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