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Category:Pharmacy in India Category:Drugs in IndiaQ: Memory load script per script instance I've currently creating a script to load enemies into memory, with the idea that I can use it to distribute them to any map/arena to create the feeling of an outdoor level. This means that one script could have two instances. `public struct Enemy : IEnemy { public Vector2 Position; public Vector2 Movement; public Vector2 JumpForce; public string EnemyType; } public class enemyFactory : MonoBehaviour { public Enemy[] enemies; public int nEnemies; public float LoadSpeed; // Start is called before the first frame update void Start() { foreach (Enemy enemy in enemies) { enemy.Position = Vector2.MoveTowards(transform.position, new Vector2(enemy.Position.x, enemy.Position.y), LoadSpeed * Time.deltaTime); } } }` The problem is that there will be multiple enemies created at once, and only one of them will actually move to its destination. This means that the target gameObject is always moving, even if not all the enemies have finished moving to their final positions. To solve this I created an array of delegates to check if enemy have moved yet. Then I deleted the already created enemy, and replaced it with the target one. This was fairly simple to do. Here's the issue: The enemies are loaded into the memory when I call the enemyFactory, but they are not removed from memory as soon as they finish moving. So they will go back to their final positions after I've deleted them. A: I think this is the way to do it. You first find your target object in the array. Then in the loop you create enemy objects for each of the targets. Once all of them have moved you can delete them. You can also easily increase the amount of enemies without altering the code. For example: `void Start() { GameObject[]`

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