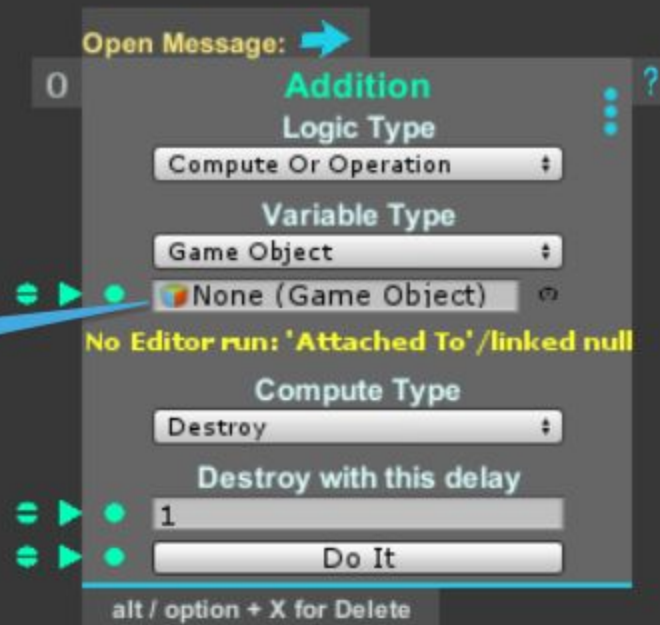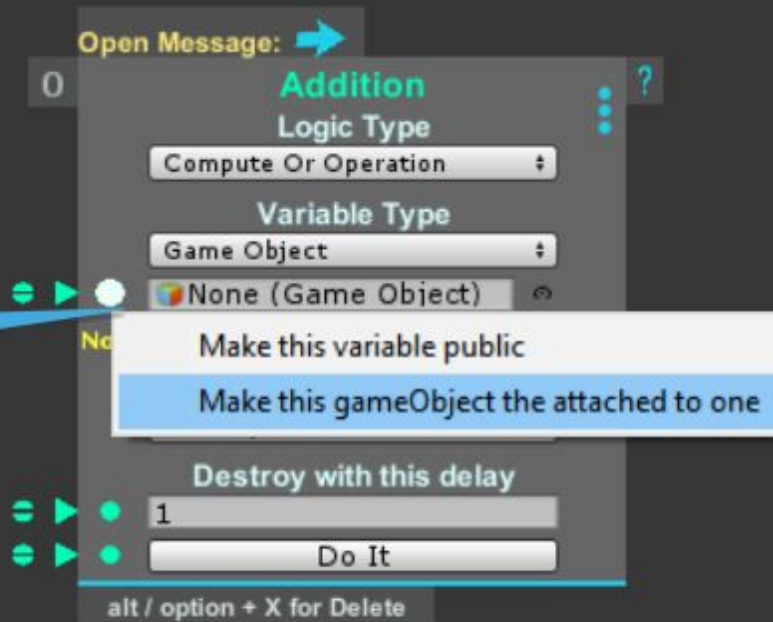If your variable is a Game Object, you can:
- Make this game object "The Attached To One": the generated script will act on the game object holding the script
- Make this Game Object NOT "The Attached To One": you fill the game object field by a game object coming from the scene or from your assets, and the generated script will act on it

Here we have a Logic Node that destroy a game object with delay

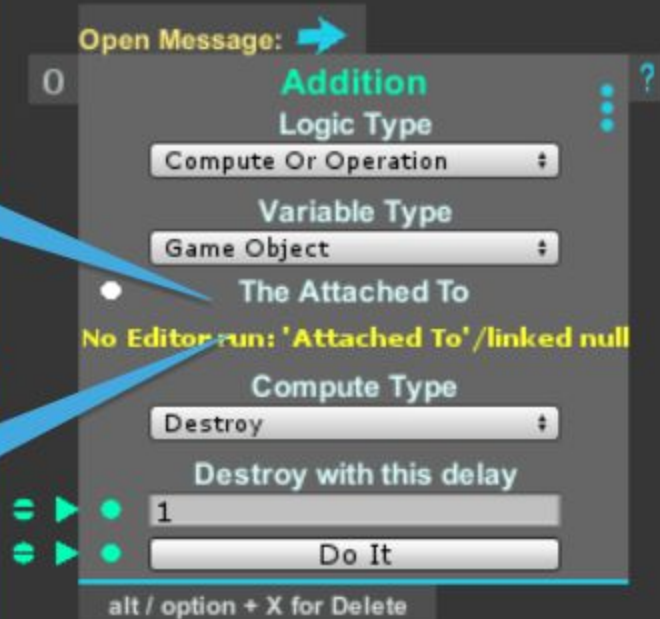This is the input field for the game object variable

Open Message:

0

Addition

Logic Type

Compute Or Operation

Variable Type

Game Object

None (Game Object)

No Editor run: 'Attached To'/linked null

Compute Type

Destroy

Destroy with this delay

1

Do It

alt / option + X for Delete

Open Message: ➡

0

Addition

Logic Type

Compute Or Operation ⬍

Variable Type

Game Object ⬍

⬍ ▶ ⚪ 🔴None (Game Object) ⊙

To make your game object 'The attached to one', click this dot

Make this variable public

Make this gameObject the attached to one

Destroy with this delay

⬍ ▶ ⚫ 1

⬍ ▶ ⚫ Do It

alt / option + X for Delete

?

Now the field indicates 'The Attached To', this means that the generated script will apply the logic of this Logic Node to the game object in which this script will be attached

Note the yellow message saying "No editor run 'Attached To' / linked null".
For object fields, the Logic Node doesn't run in the editor if the field is null, linked or have the 'Status Attached To', for these cases the logic node is only to generate script and the logic is executed in the generated script in runtime. This is to prevent running in editor on null variables.

Open Message:

0

Addition

Logic Type

Compute Or Operation

Variable Type

Game Object

The Attached To

No Editor run: 'Attached To'/linked null

Compute Type

Destroy

Destroy with this delay

1

Do It

alt / option + X for Delete

Hierarchy

Create ▾   🔍All

▼ ◆ DevMezanix
    Main Camera
    Directional Light
    MezanixDiamondIdentifiedObjects

After generating the script and attaching it, note that no game object field in it, no need to this field because the script know that it need to act on the game object holding it, in this case the Main Camera

Inspector   Lighting   Navigation   Services

☑ **Main Camera**   ☐ Static ▾

Tag MainCamera ▾   Layer Default ▾

▼ 🔧 **Transform**
    Position   X 0   Y 1   Z -10
    Rotation   X 0   Y 0   Z 0
    Scale   X 1   Y 1   Z 1

▶ 📷 ☑ **Camera**

☐ ☑ **GUI Layer**

📷 ☑ **Flare Layer**

◎ ☑ **Audio Listener**

▼ # ☑ **Dev Mezanix (Script)**
    Script   DevMezanix

Add Component

Conclusion

- Making game object input variables "The Attached To one" add more flexibility to your game development, imagine you have 5 game objects to be destroyed, in this case you do you Logic Node like shown above and you attach the generated script on these 5 objects, so you don't need to do 5 different graphs for each game object.