The Do It button - control your actions

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The logic node provides a Do It button to control whether you want to execute this node. The Do It button is a bool (true or false), with an input, so you can use it in multiple ways:

1. **If you want to test your node in the Unity Editor**, click once on the Do It button to execute your node once, make sure that your logic is playing by clicking the play button (big blue triangle) at the top of your logic graph.

2. **For the Unity editor or for runtime** (in generated scripts), connect the input of your Do It button. So your node will be executed depending on the value provided by the connection.

3. **If you want to execute your logic node every frame**, click on the blue circle at the left of your Do It button and in options menu select "Always Do It". ATTENTION: If you chose to always do it and your logic graph is playing, the logic node will be executed every frame in the Unity Editor, be aware to not do it with heavy logic nodes like a logic node which blend 2 textures of 1K, this will slow down you Unity Editor.
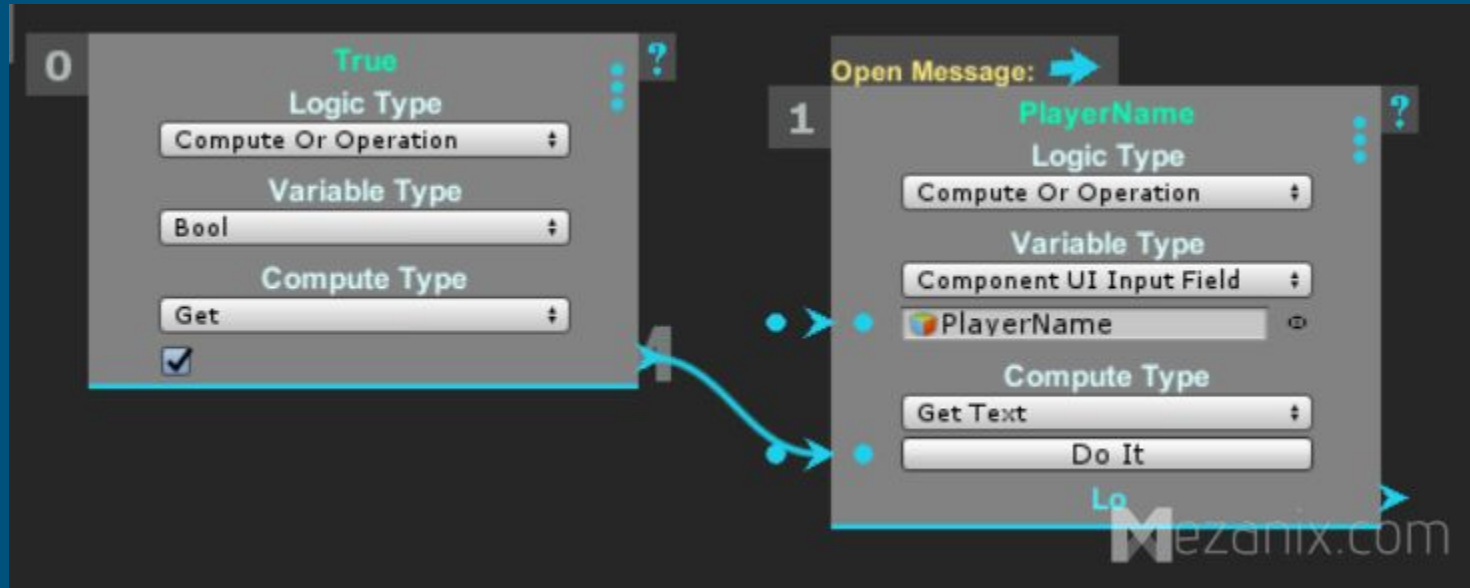
The Do It button anatomy
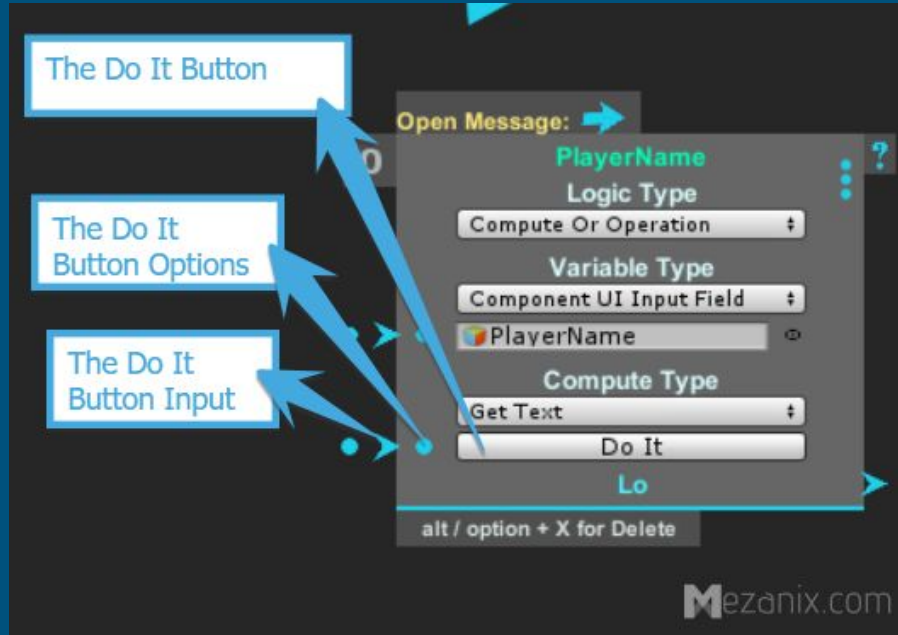
Always playing the logic node
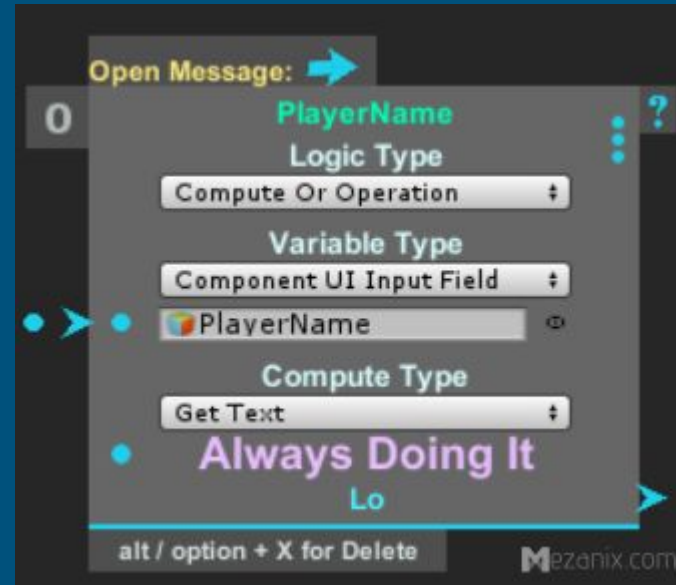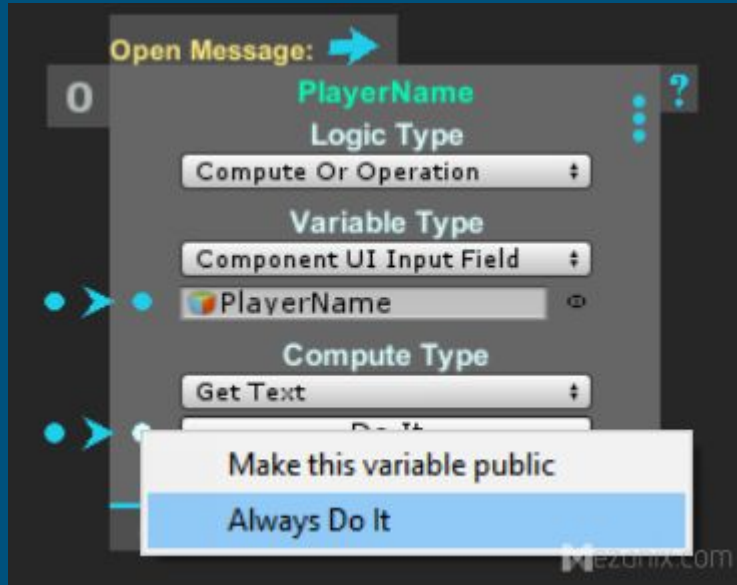
Connected Do It button

End

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