Input Variable Options In Diamond
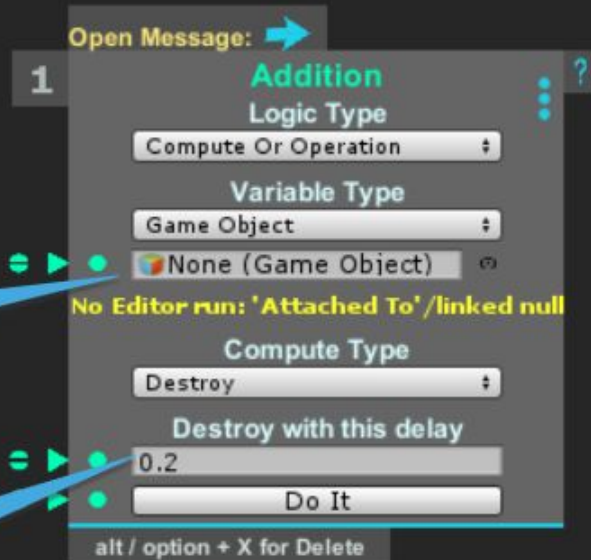
Make an input variable public

www.mezanix.com

For your Logic Node's input variable you can:
- Make this variable private or
- Make it public

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

This is the input field for the game object variable

This one, is the input field for the delay float variable

Open Message:

1

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

0.2

Do It

alt / option + X for Delete

To make your variable public, click this dot

Open Message:

1

Addition

Logic Type

Compute Or Operation

Variable Type

Game Object

None (Game Object)

No Editor run: 'Attached To'/linked null
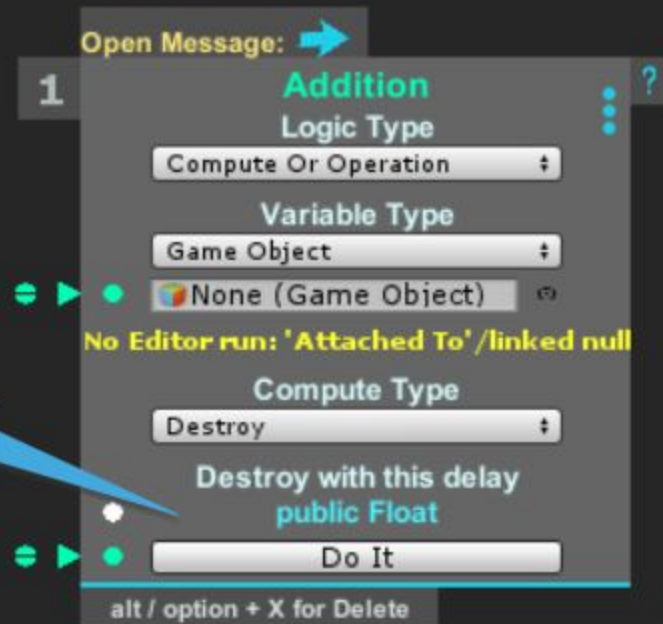
Compute Type

Destroy

Destroy with this delay

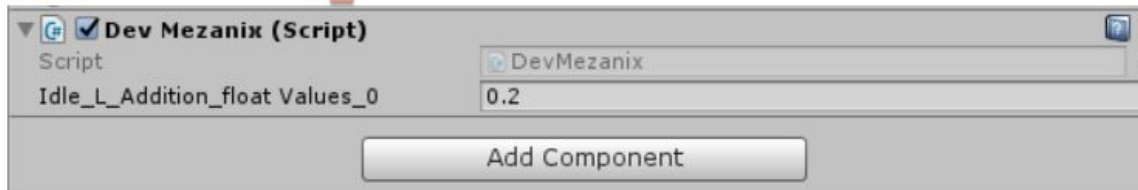0.2

Make this variable public

alt / option + X for Delete

Now the field indicats that you have a public float.
Note that the input triangle is now not shown, a public variable is editable in the inspector of the generated script, not inside the graph

Open Message:

1

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
public Float

Do It

alt / option + X for Delete

After generating the script and attaching it to a game object, your public float variable appear in your script inspector to be modified here.

▼ ☑ **Dev Mezanix (Script)**

Script	ⓒ DevMezanix
Idle_L_Addition_float Values_0	0.2

Add Component

Conclusion

- Making input variables public help iterating fastly on your game by modifying the variable in the script inspector of the game object the script is attached to

- Add more flexibility to your game development, imagine you have 5 game objects to be destroyed with 5 differents delays, by making the delay variable public, each game object will have its delay in its inspector, so you don't need to do 5 different graphs for each delay.