PERSISTENCIA
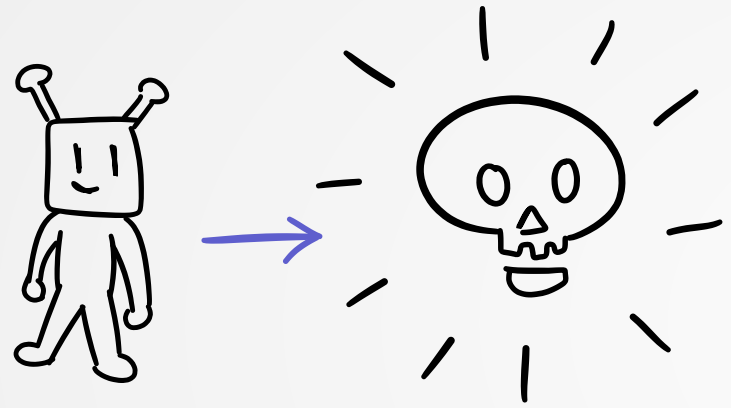
No!!

Destroy(Target. gameObject); ✗
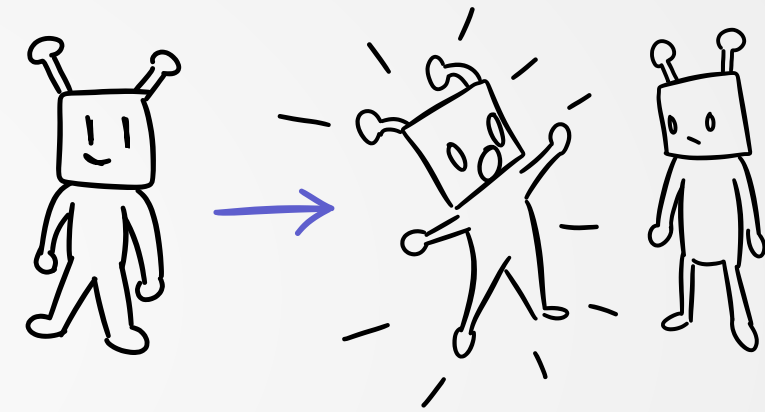

Undo.DestroyObjectImmediate

Util.Destroy(x)

Platform dependant Compilation

↑ UnityEngine.Object

c = Instantiate(Target);

Undo.RegisterCreatedObjectUndo(c)

Util. Instantiate