The for Loop

1. Create Geometry Node, enter and create Box, set Axis Divisions = 4;
2. Create PolyExtrude Node, set distance = 0.2;
3. Create Attribute Randomize, set Attribute Class = Primitives, Dimensions = 1, Attribute Name = active, Operation = Set Value, Distribution = Two Values, Probability of Value B = 0.2;
4. Select polyextrude1 Node, set Group = @active==1, Divide Into = Individual Elements, Local Control/ Distance Scale On;
5. Create Attribute Randomize [box1, attribrandomize1], set Attribute Name = zscale,