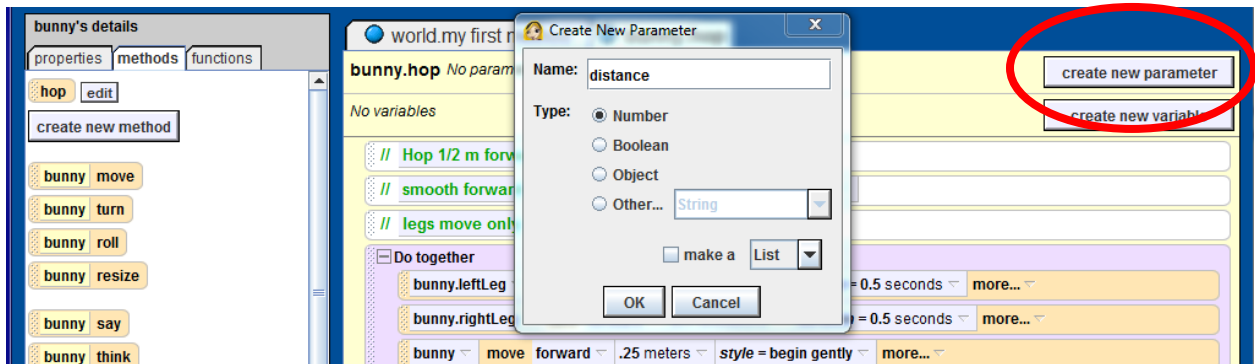


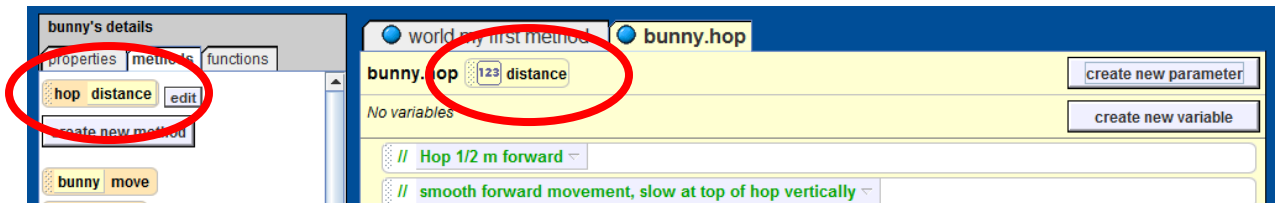
## Using Parameters with Methods

First, define the parameter in the method.

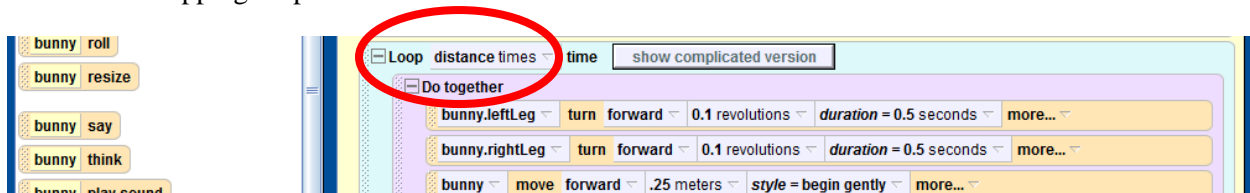
1. Create a new parameter in the method
2. Give it a meaningful name (“distance” in this example)
3. Select the type of parameter – number, Boolean (True/False), another Object, String, or others. In this example, distance is meters to hop, so it’s a number



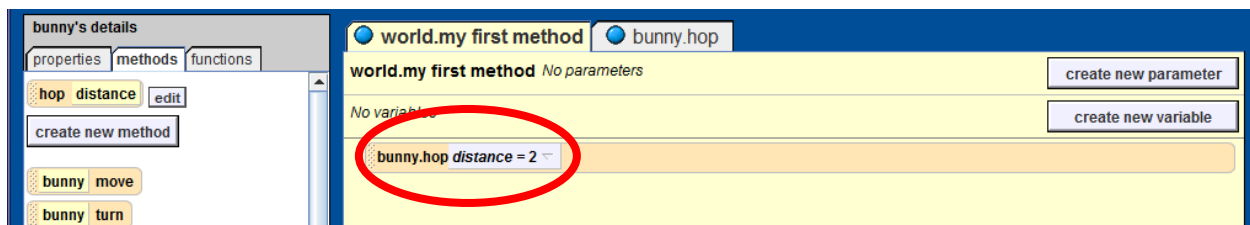
The parameter should now show up both in the top of the method, and in the list of methods on the left.



To use the parameter in the method, just drag it to where you want to use its value. In this example, it controls the hopping loop.



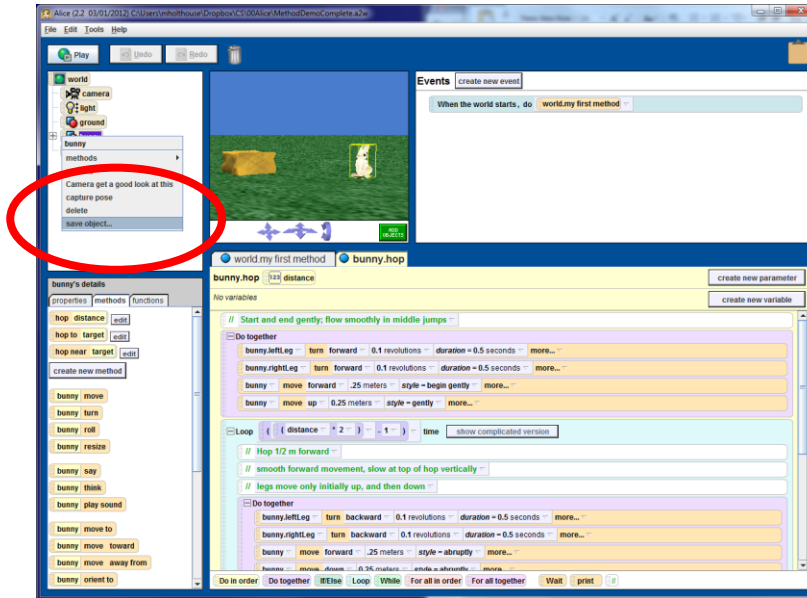
You also need to “pass” a value for the parameter when you use the method, in this example in the world.my first method:



## Saving and Importing Objects with New Methods

To save your animated object:

1. Select the object in the object tree on the left
2. Right click on the highlighted object and select **Save as...**



3. Save it to your Y: drive; it should save as a .a2c file

To import someone else's animated object:

1. Download the object from the **SharedCS** Dropbox to your Y: drive
2. Select **File** → **Import** and select the file you downloaded

