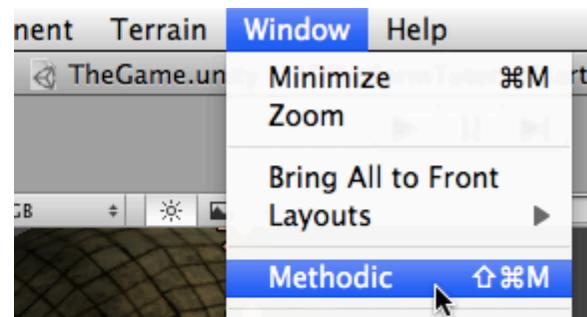
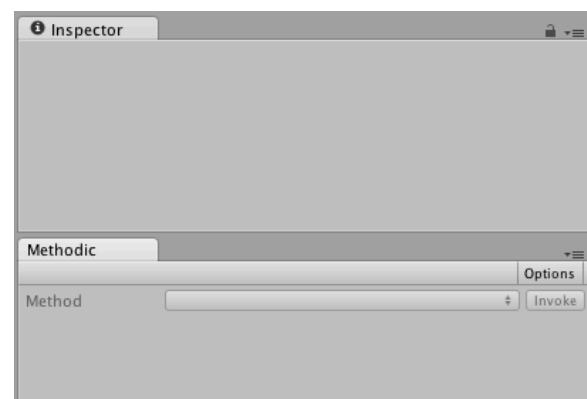


# Methodic: Getting Started

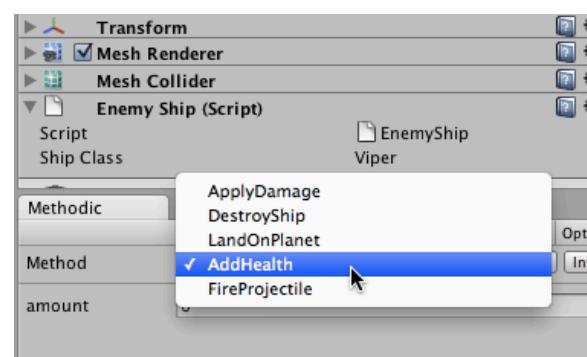
After importing the Methodic package, open the editor window by selecting the *Window* → *Methodic* menu item. If hotkeys are how you roll, use *shift-command-m* (Mac) or *shift-control-m* (Windows) instead.



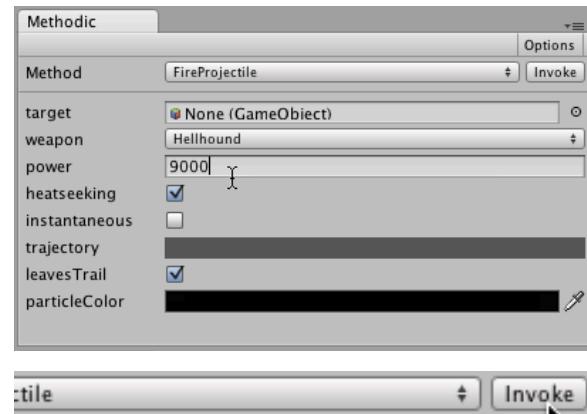
Dock this window wherever you please. I like to keep it below or beside the Inspector panel.



Now click on a game object that has your custom scripts attached. Methodic displays the functions available in a snazzy dropdown box.



If the selected function accepts parameters, these are displayed in editable form below the dropdown box.



Once satisfied with the parameters to send, click the *Invoke* button to execute the function. If function returns something, this result is displayed in the Console.