# Attach proxy object with an associated parameter

1. To connect the **proxy spindle : proxy object**, do the following:

   1. In the **Physics Navigator**, in the **Basic Physics** group, double-click a **proxy spindle**.

      The selected **proxy spindle** will highlight in the graphics window.

   2. In the graphics window, select the **tool bit** that you want to have associated with the highlighted **proxy spindle**.
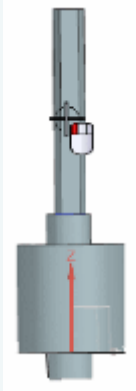
   3. In the **Parameters** group, type **0**.

   4. In the **Name** group, type **proxy spindle1**.

   5. Click **OK**.

   6. Repeat step 5 for the remaining instances. Increment the instance names and increase the motor speed by ten for each instance.

2. Run the simulation to see the results, and then stop the simulation.

   The instances now have different speeds. To change the speed of a motor, double-click the proxy spindle in the **Physics Navigator** and change the value.

3. Close the part without saving.

You completed the activity.