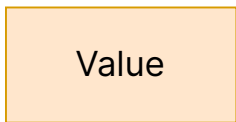


## RUNTIME

## PLUGIN

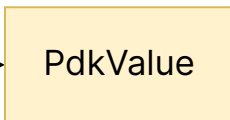
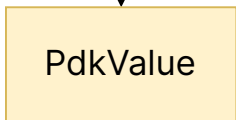
*Some value  
in your  
runtime*



value.into()

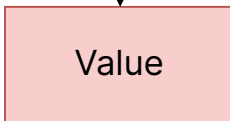


*Passing the  
value*



*Receiving  
the value*

value.into()



*Actually  
using the  
value*