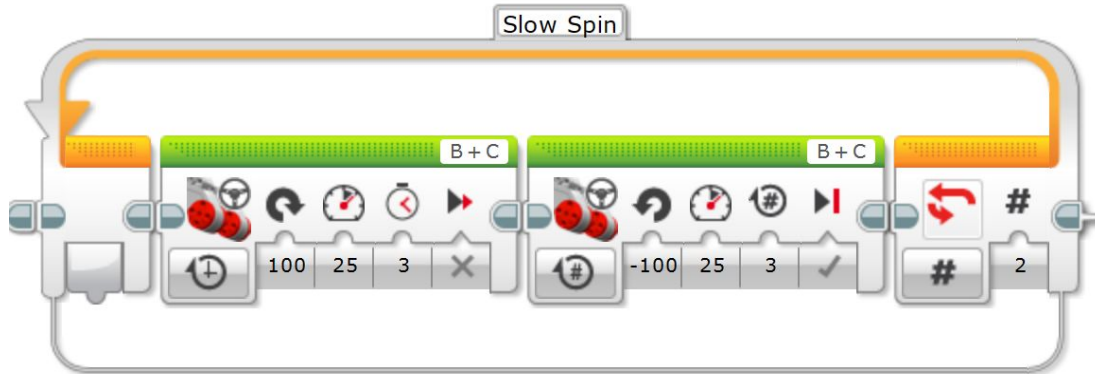
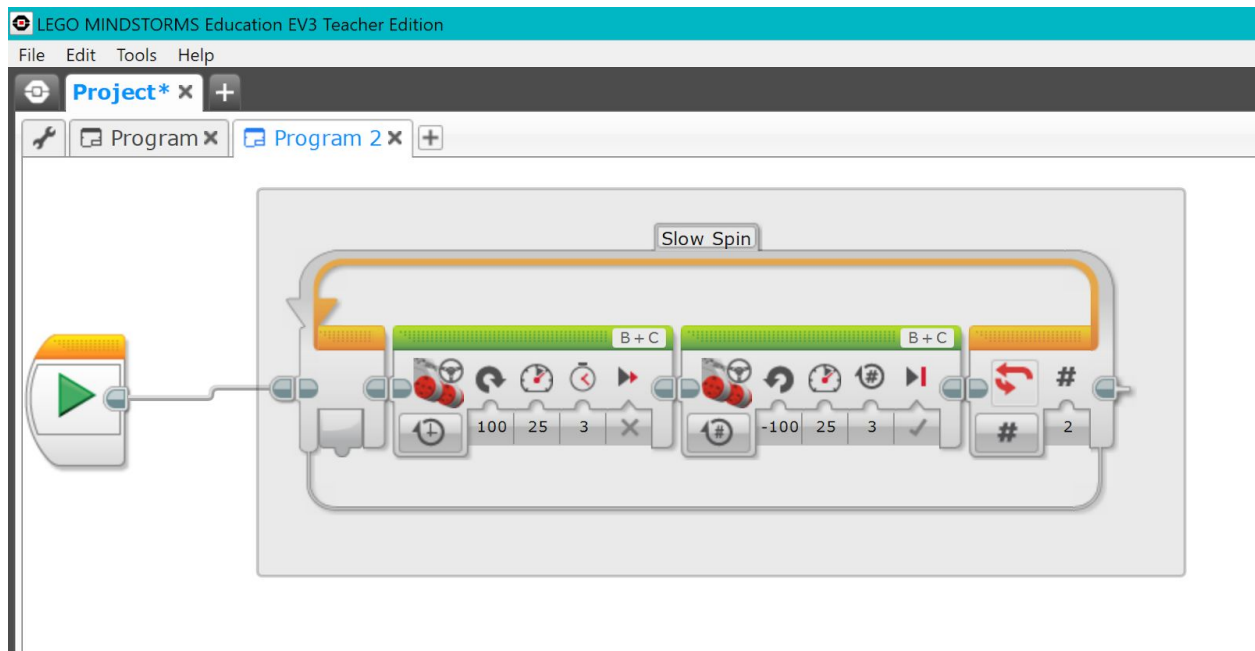


# How to Use My Blocks - *OnStage*

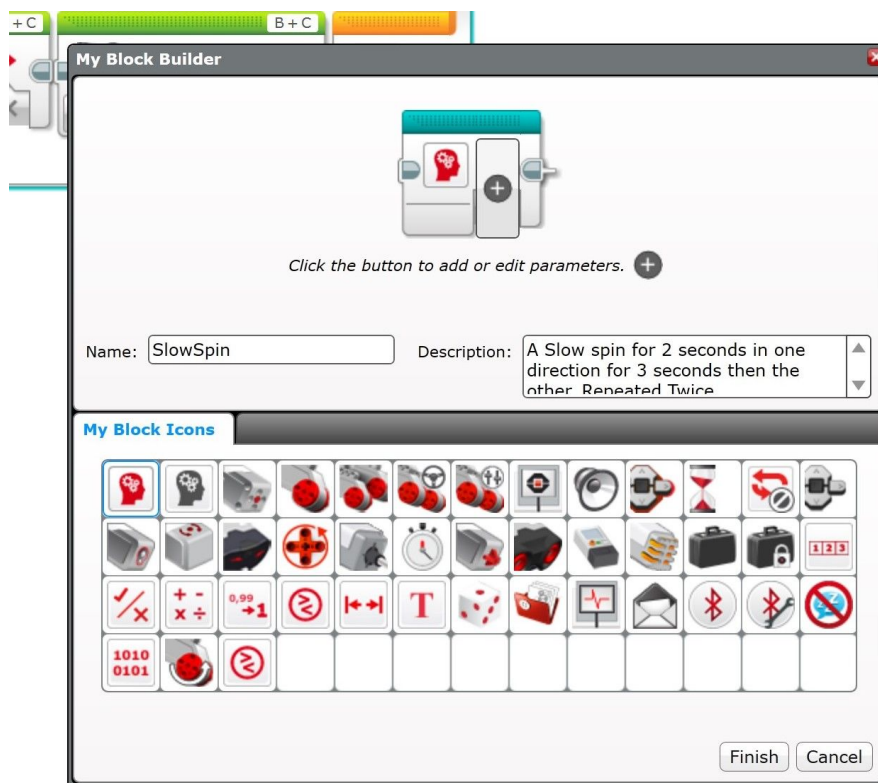
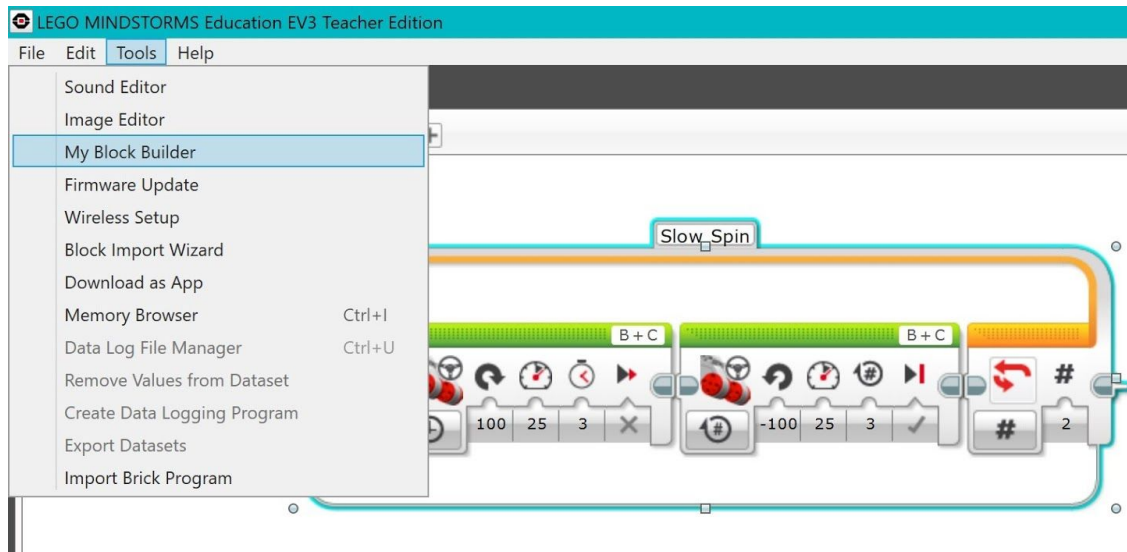
My Blocks are used frequently in coding as a way of condensing code which can be repeated and reused several times in a performance. For example, each dance move could be added as a separate My Block. For this example, the following code was written as a slow spin dance move. The robot rotates one way for three seconds then the other. This code is then looped twice.



The selected code is then highlighted. The process will not work if the start button is included in the highlight.



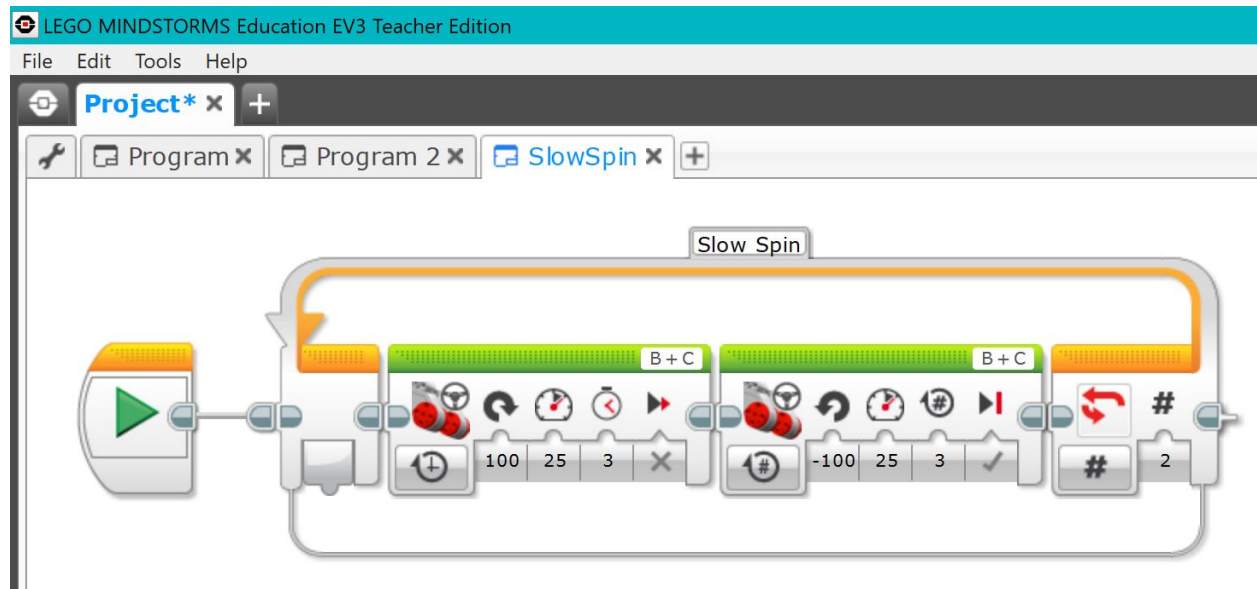
Then, go to **Tools** → **My Block Builder** and the My Block Builder popup will open.



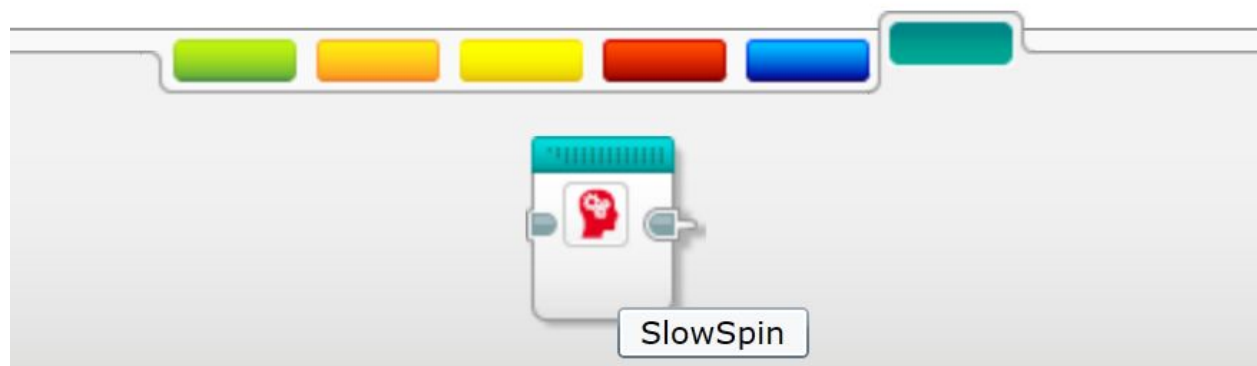
In the My Block Builder, add the block's name and a description. You can also choose an icon to identify different movements. Once ready click Finished and the new block appears.



Once created, to edit the My Block, double click on the block and in a new tab the block's code appears. A full list of the created my blocks are located in the Project Properties (wrench icon).



Lastly, to add the My Block into another part of the program, it can be accessed in the My Blocks teal tab. Running the cursor over the block indicates what My Block it is.



My Blocks are an excellent way of simplifying a program into more manageable pieces. Points are extra points are given in the interview for having My Blocks so they are highly recommended.