class FB JSAPIAuto registerMethod


```
void FB::JSAPIAuto::registerMethod ( const std::string &        name,
                                     const CallMethodFunctor &  func  virtual
                                   )
```

Registers a method to be exposed to javascript.

To provide a method to javascript called "add" that accepts two integers and returns an integer, you need one method on your class:

```
int add(int a, int b);
```

Then in the constructor of your class that extends **JSAPIAuto** (still calling it MyPluginAPI), you register it like so:

```
registerMethod("add", make_method(this, &MyPluginAPI::add));
```

You should then be able to call the method from javascript and get a result:

```
// Assumes that this JSAPI object is the Root JSAPI for the plugin
alert(document.getElementById("plugin").add(2,765));
```

Parameters

name	The name that the method will have when accessed from javascript.
func	The result of a make_method call given the class instance and function ptr

Definition at line **83** of file **JSAPIAuto.cpp**.

```
84 {
85  boost::recursive_mutex::scoped_lock lock(m_zoneMutex);
86  m_methodFunctorMap[name] = func;
87  m_zoneMap[name] = getZone();
88 }
FB::JSAPIImpl::getZone
virtual SecurityZone getZone() const
Gets the currently active zone.
Definition: JSAPIImpl.h:238
```