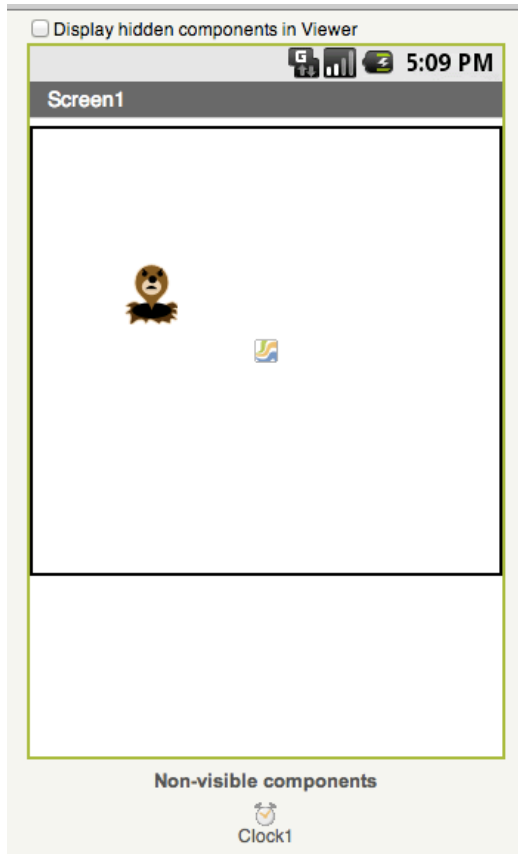


Movement on a Timer

Move a Sprite with the passing of time.

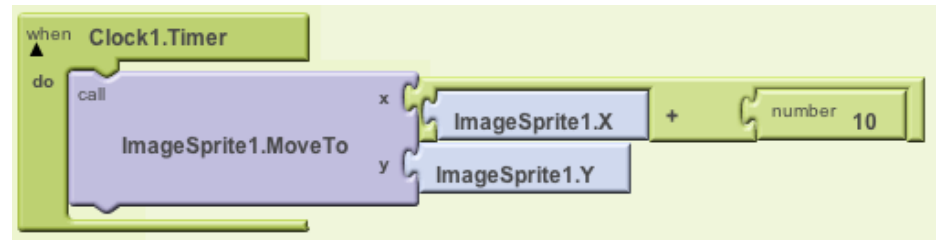


Get Ready

You will need these components in your design screen:

- **Canvas**
- **Sprite**
- **Clock**

Try These Blocks



What Does it Mean?

MoveTo moves an object to an absolute location on the canvas, not a relative amount.

Clock1 has an Interval that specifies how often the Timer should go off and the Timer event should be called.

Whenever the **Clock 1.Timer** fires the Sprite will move to the right 10 pixels since the Sprite's Interval is