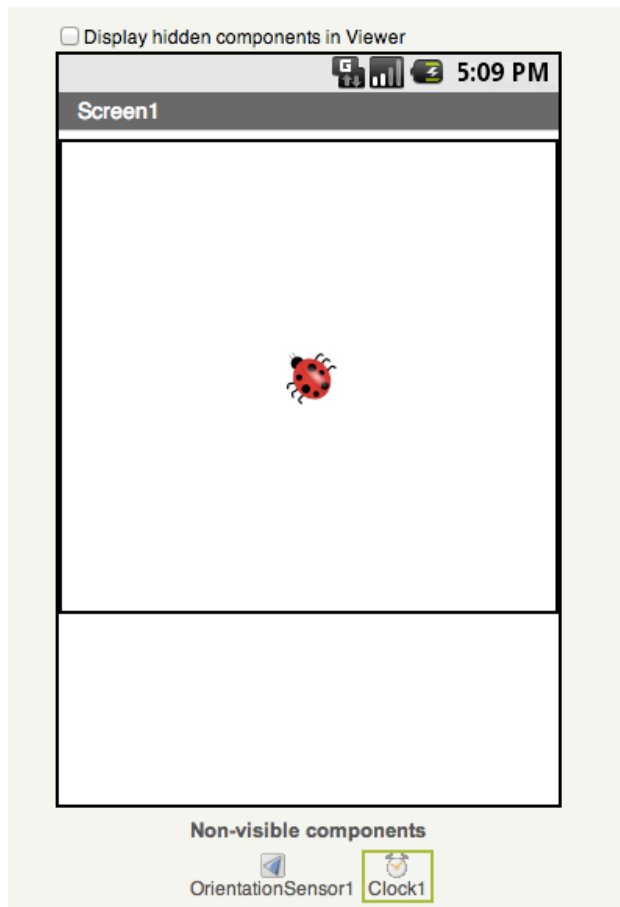




Movement with Sensors

Move a Sprite by tilting your phone

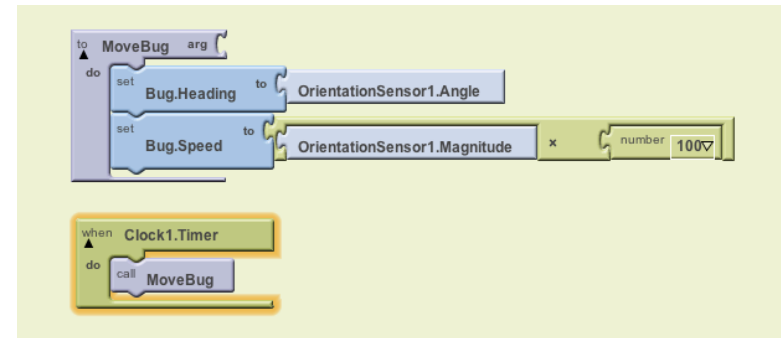


Get Ready

You will need these components in your design screen:

- **Canvas, Sprite, OrientationSensor, Clock**

Try These Blocks



What Does it Mean?

A procedure called **MoveBug** was created that moves the bug in the direction that the phone is tilted.

The **OrientationSensor.Angle** is used to tell the bug which direction to move based on what angle your phone is tilted.

The **OrientationSensor.Magnitude** is used to tell the bug what speed to move based on how much tilt you are putting on your phone.

Whenever the **Clock1.Timer** fires, the event **MoveBug** will be called.

