Bounce Sprite Off Canvas Edge

Make a ball bounce when it hits an edge of a Canvas.

Getting Ready

You will need these components in your design screen:
- Canvas
- Sprite

Blocks Editor

What Does it Mean?

The **Ball1.EdgeReached** event will detect when the Ball sprite hits the edge of the Canvas and provides an argument `edge`.

Each `edge` of a Canvas holds a numeric value. So just feed back the same value `edge` into the **Bounce** call.

**Ball1.Bounce** causes the ball to bounce and move in the opposite direction off the wall (**Ball1.Heading** is changed by 180°).