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

![Blocks Editor Image]

Edge = 1

Edge = -3

Edge = 3

Edge = -1

Edges are assigned values (1, 3, -1, -3)
For top, right, bottom, left

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°).