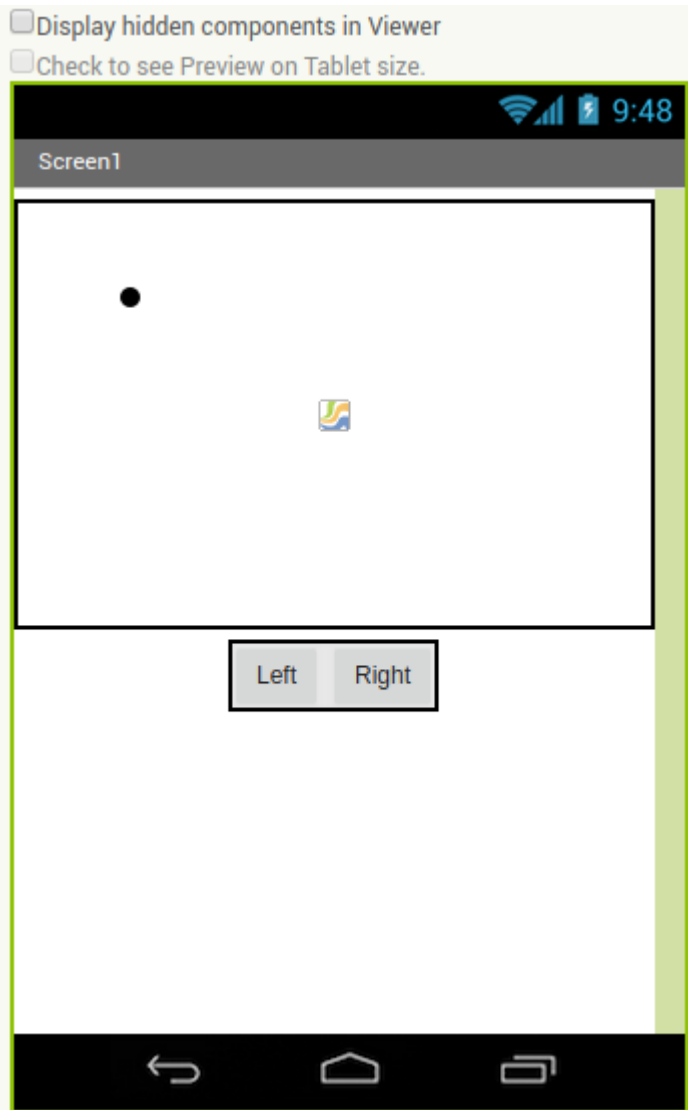




# Movement with Buttons

Move a sprite by touching a button.



## Getting Ready

You will need the following components in your design screen:

\* Canvas, Sprite, Button

## Blocks Editor

```
initialize global speed to 1
when Left.Click
do set Ball1.X to Ball1.X - get global speed
when Right.Click
do set Ball1.X to Ball1.X + get global speed
```

## What does it mean?

Define a **speed** variable to 1 to set the how far the sprite will move each time the button is clicked.

The **Left.Click** event moves the ball to the left every time the button is touched.

The **Right.Click** event moves the ball to the right every time the button is touched.

