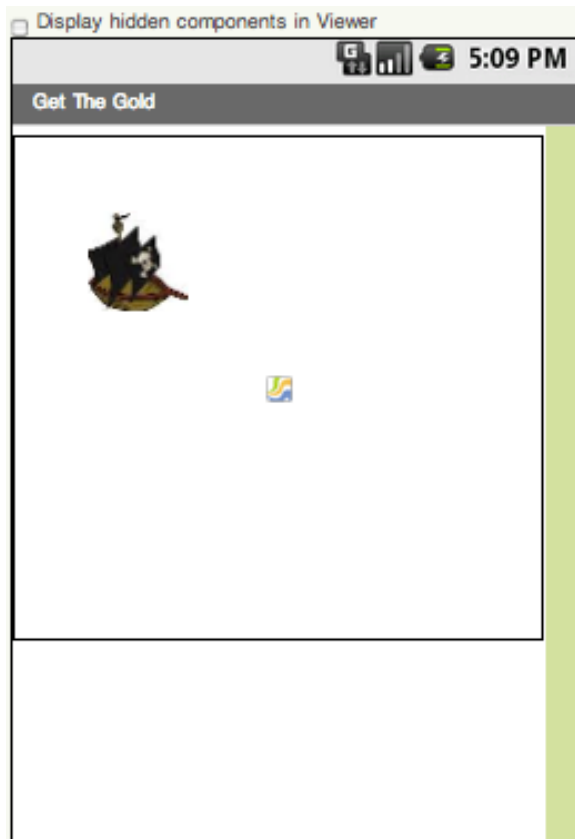




Fling Movement

Change the heading and speed of a Sprite by flinging your fingers.

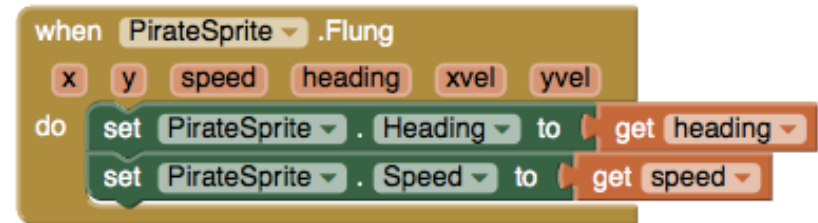


Getting Ready

You will need these components in the Designer:

- **Canvas**
- **ImageSprite**

Blocks Editor



What Does it Mean?

Fling detects when the user makes a fling motion with the sprite across the screen.

The user sets the heading and speed from the fling to the PirateSprite's **Heading** and **Speed**.

