Movement with Sensors

Move an ImageSprite by tilting your phone

Get Ready
You will need these components in your design screen:
• Canvas, ImageSprite, 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.