Movement with Sensors

Get Ready

You will need the following components in your design screen:

* Canvas, ImageSprite, OrientationSensor, Clock

Blocks Editor

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.

Move an ImageSprite by tilting your phone