Start/Stop Timed Movement
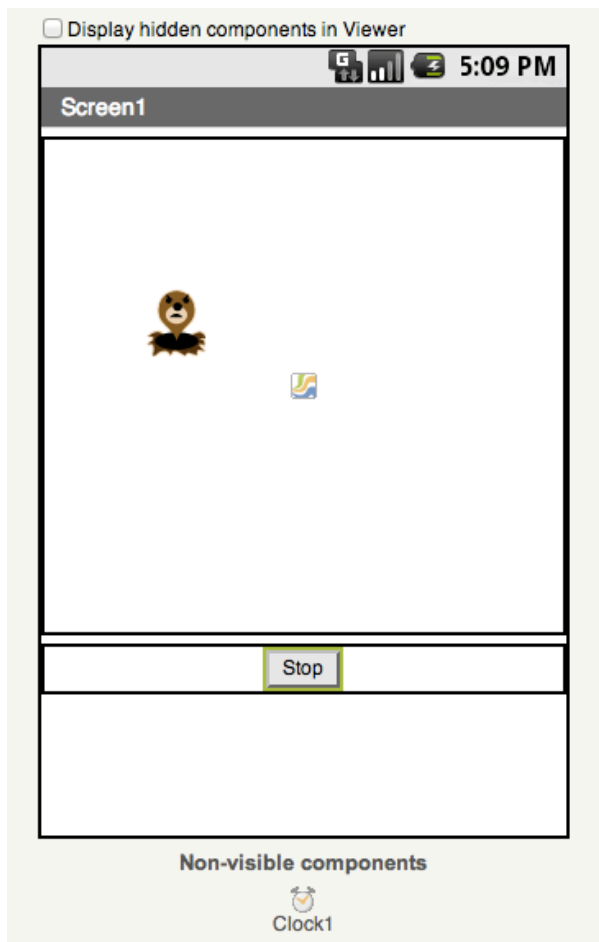
This allows the end user to touch a button to start and stop an ImageSprite moving with the passing of time.

☐ Display hidden components in Viewer

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Screen1

Stop

Non-visible components

⏱
Clock1

Get Ready

You will need these components in the design screen:

- **Canvas**
- **ImageSprite**
- **Clock**
- **Button**

Try These Blocks


```
when Clock1 .Timer
do   call ImageSprite1 .MoveTo
                           x    ImageSprite1 . X  + 10
                           y  ImageSprite1 . Y
```

```
when StartStopButton .Click
do   if    Clock1 . TimerEnabled
     then  set Clock1 . TimerEnabled to false
           set StartStopButton . Text to " Start "
     else  set Clock1 . TimerEnabled to true
           set StartStopButton . Text to " Stop "
```

What Does it Mean?

When the **StartStopButton.Click** is touched, if the clock is enabled then stop the timer and display start on the button. This will stop the Sprite's movement. The opposite will happen when the clock is disabled.

Now try making the object change also directions each time the button is clicked.