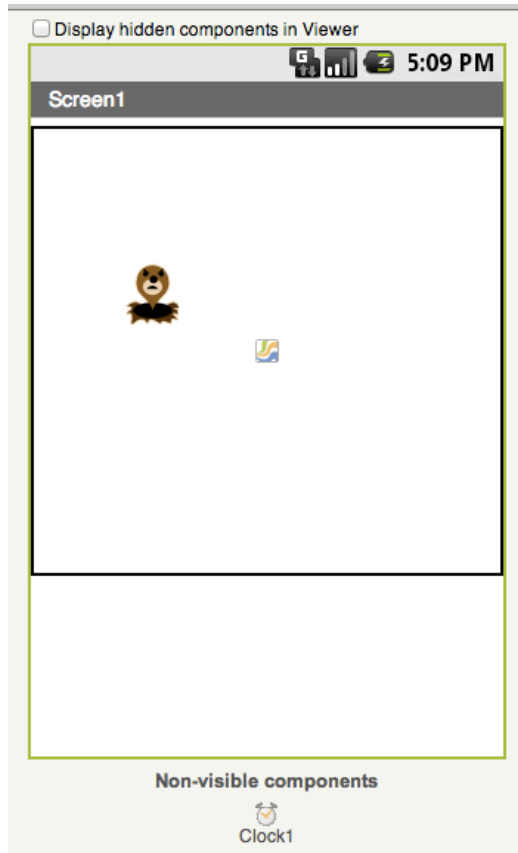




# Movement on a Timer

*Move an ImageSprite with the passing of time.*

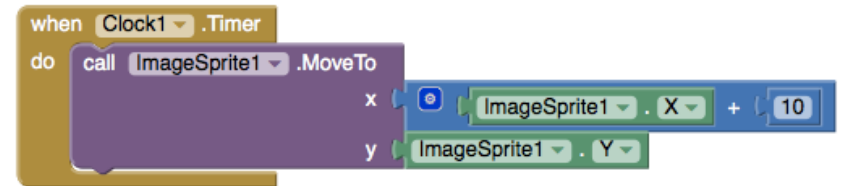


## Get Ready

You will need these components in your design screen:

- Canvas
- ImageSprite
- Clock

## Try These Blocks



## What Does it Mean?

**MoveTo** moves an object to an absolute location on the canvas, not a relative amount.

**Clock1** has an Interval that specifies how often the Timer should go off and the Timer event should be called.

Whenever the **Clock 1.Timer** fires the Sprite will move to the right 10 pixels since the Sprite's Interval is

