

Move an ImageSprite with the passing of time.

Display hidden components in Viewer
Check to see Preview on Tablet size.
Screen1
Non-visible components
Clock1

Getting Ready

- You will need the following components in your design screen:
- * Canvas
- * ImageSprite
- * Clock

Blocks Editor

when Clock1 v.Timer do call [ImageSprite1 v.MoveTo x (ImageSprite1 v.X v + (10) y (ImageSprite1 v.Y v

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 **Clock1.Timer** fires the Sprite will move to the right 10 Pixels since the Sprite's Interval is 1.

