Drag A Sprite

Move a sprite side to side by dragging your finger

Getting Ready

You will need these components in your design screen: Canvas, Sprite, Timer

Blocks Editor

What Does it Mean?

While the user is dragging the sprite, `MonkeySprite.Dragged` gets called multiple times. Each call has 6 arguments:

- `startX` and `startY`, where the user initially touched the screen.
- `currentX` and `currentY`, where the user is currently touching.
- `prevX` and `prevY` hold whatever values were in `currentX` and `currentY` on the previous call to the event. (On the first call of this event, `prevX` and `prevY` are the same as `startX` and `startY`.)

When the user drags the MonkeySprite, it will be moved to the new X location, `currentX`, of the drag. The Y stays the same so the monkey can only move in the X-direction.