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
- ImageSprite
- Clock

Blocks Editor

```
when MonkeySprite .Dragged
startX, startY, prevX, prevY, currentX, currentY

do
call MonkeySprite .MoveTo
x get currentX
y MonkeySprite .Y
```

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.