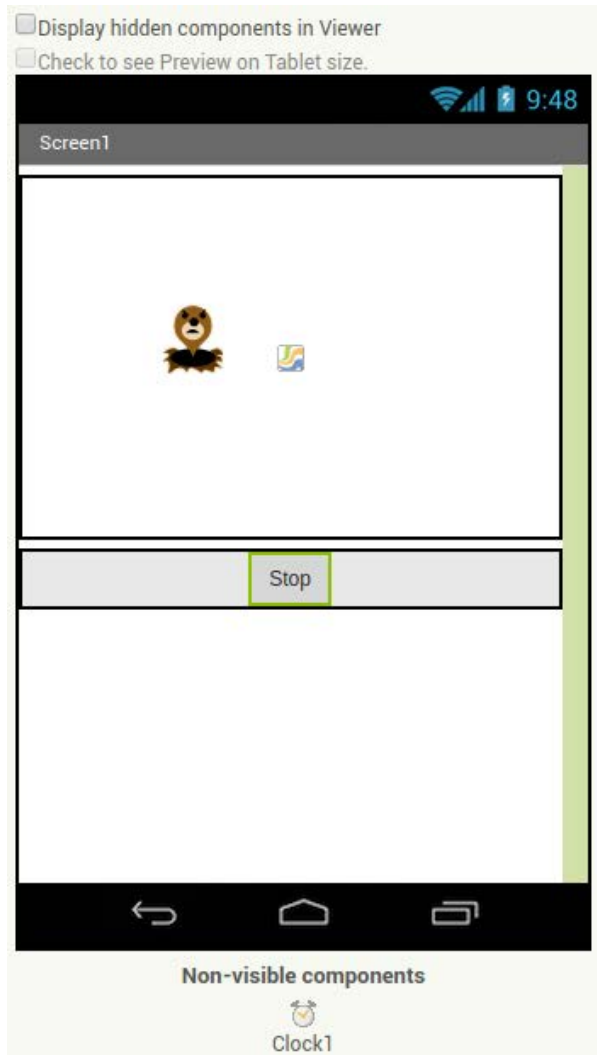




# Start/Stop Timed Movement

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

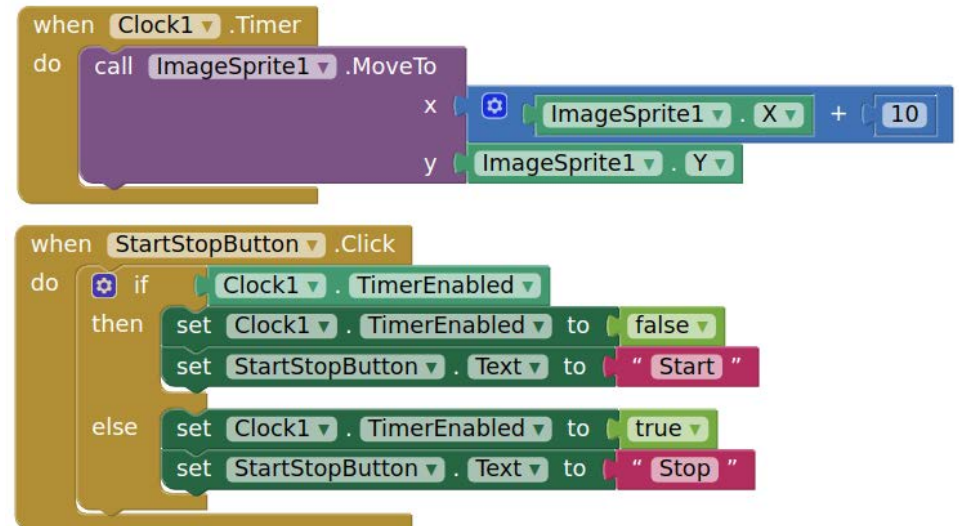


## Getting Ready

You will need the following components in your design screen:

\* Canvas, ImageSprite, Clock, Button

## Blocks Editor



## 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.