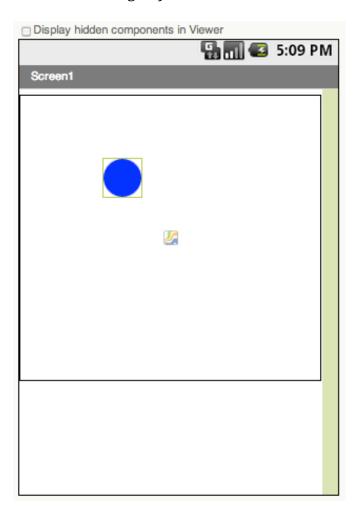


## **Bounce Sprite Off Canvas Edge**

Make a ball bounce when it hits an edge of a Canvas.



## **Getting Ready**

You will need these components in your design screen:

- Canvas
- Sprite

## **Blocks Editor**

```
when Ball1 .EdgeReached
edge
do call Ball1 .Bounce
edge get edge
```

## What Does it Mean?

The **Ball1.EdgeReached** event will detect when the Ball sprite hits the edge of the Canvas and provides an argument **edge**.

Each **edge** of a Canvas holds a numeric value. So just feed back the same value **edge** into the **Bounce** call.

**Ball1.Bounce** causes the ball to bounce and move in the opposite direction off the wall (**Ball1.Heading** is changed by 180°).

