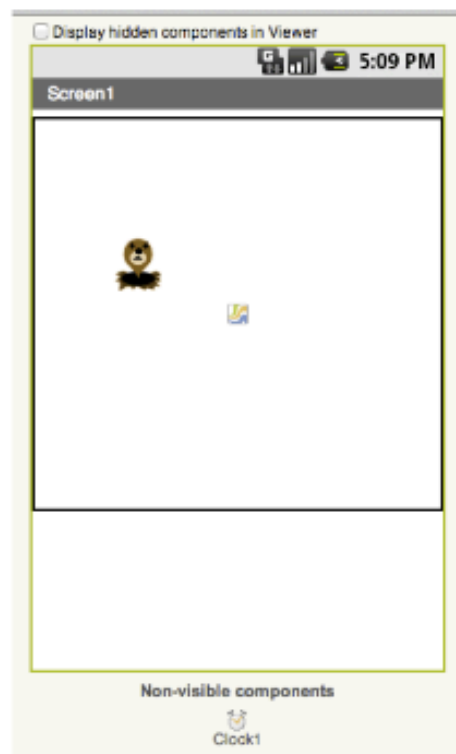




Timed Movement

Move a Sprite with the passing of time.

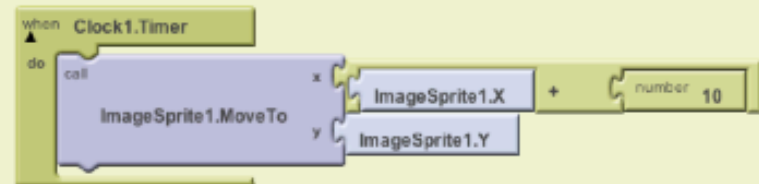


Get Ready

You will need these components in your design screen:

- **Canvas**
- **Sprite**
- **Clock**

Try These Blocks



What Does it Mean?

MoveTo moves an object to an absolute location on the canvas, not a relative amount.

Whenever the **Clock 1.Timer** fires the Sprite will move to the right 10 pixels.

Now try making the object move diagonally...

