**move**

Function of movement of objects at a preset vector.

**Syntax:**

**move**(P, *name1, name2,…, namen*);

**Arguments:**

*P* – coordinates of *point* typethat set a vector for movement of objects.

*name1, name2,…,namen* – object names.

**Description:**

*move(P, name1, name2,…, namen) –* function of movement of objects on the diagram named as *name1, name2,…,namen* at a vector preset by coordinates *P*.

Input value *P* can be set as a pre-defined variable or be set by expression (*x, y*), where *x* and *y* are for the point coordinates.

*P* – variable of *point type*, where x is a distance for movement on X-axis, y is a distance for movement on Y-axis.

**Result:**

None*.*

**Example:**

|  |  |
| --- | --- |
|  | **var** oldfl: **boolean**;  **var** vector:**point** = (100,0);  **if paintstep then begin**  fl = **flash**(500);  **if** fl <> oldfl **then begin**  **move**(vector, FillRect, FillCircle)**;**  **end**;  oldfl = fl;  **end**; |

Execution of this example results in movement of objects named as *FillRect* and *FillCircle* with 500 ms period by 100 points over X-axis from their initial position and return back since result of movement is reset on each step of simulation.