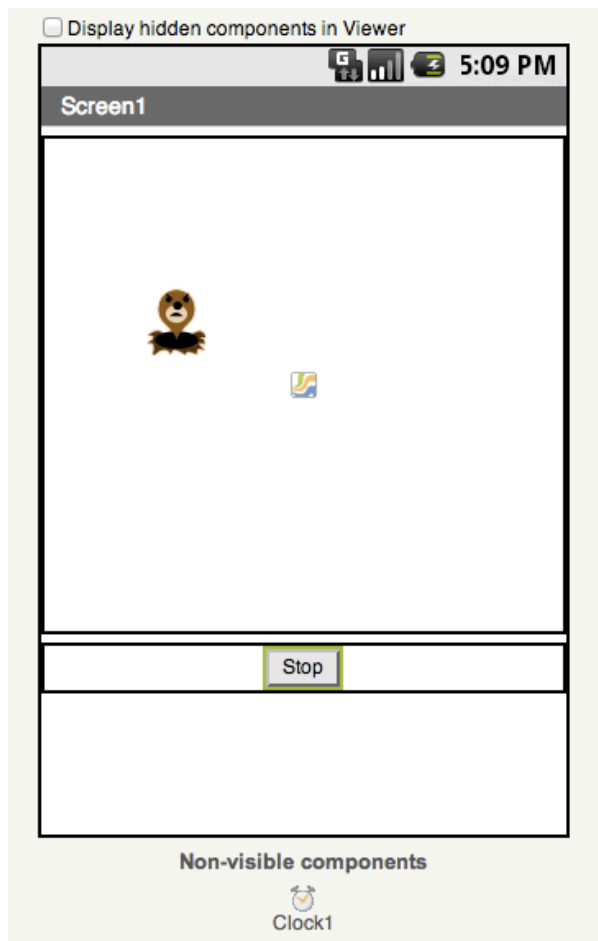




Start/Stop Timed Movement

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

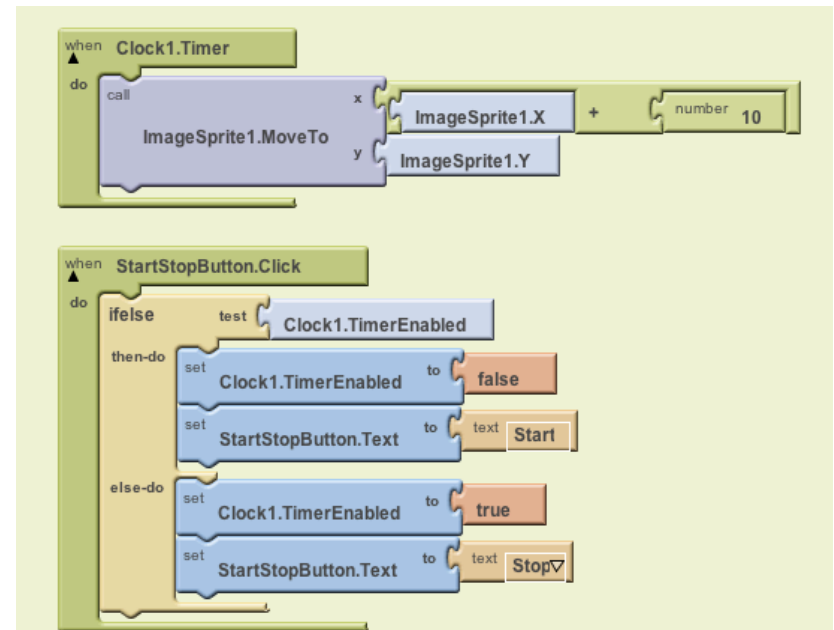


Get Ready

You will need these components in the design screen:

- **Canvas, Sprite, Clock, & Button**

Try These Blocks



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.

Now try making the object change also directions each time the button is clicked.

