Movement with Sensors

Move an ImageSprite by tilting your phone

Display hidden components in Viewer
Check to see Preview on Tablet size.

Screen1

Non-visible components

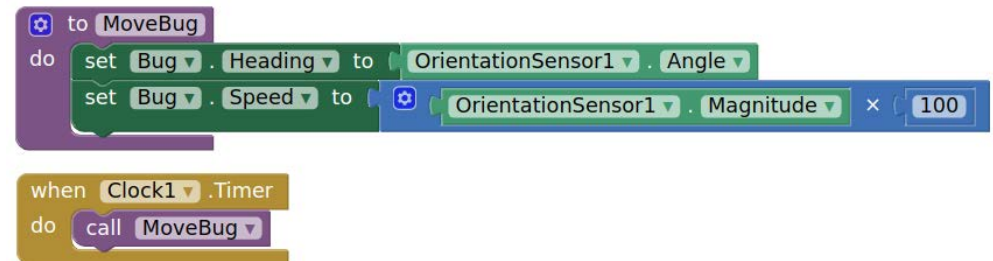Clock1   OrientationSensor1
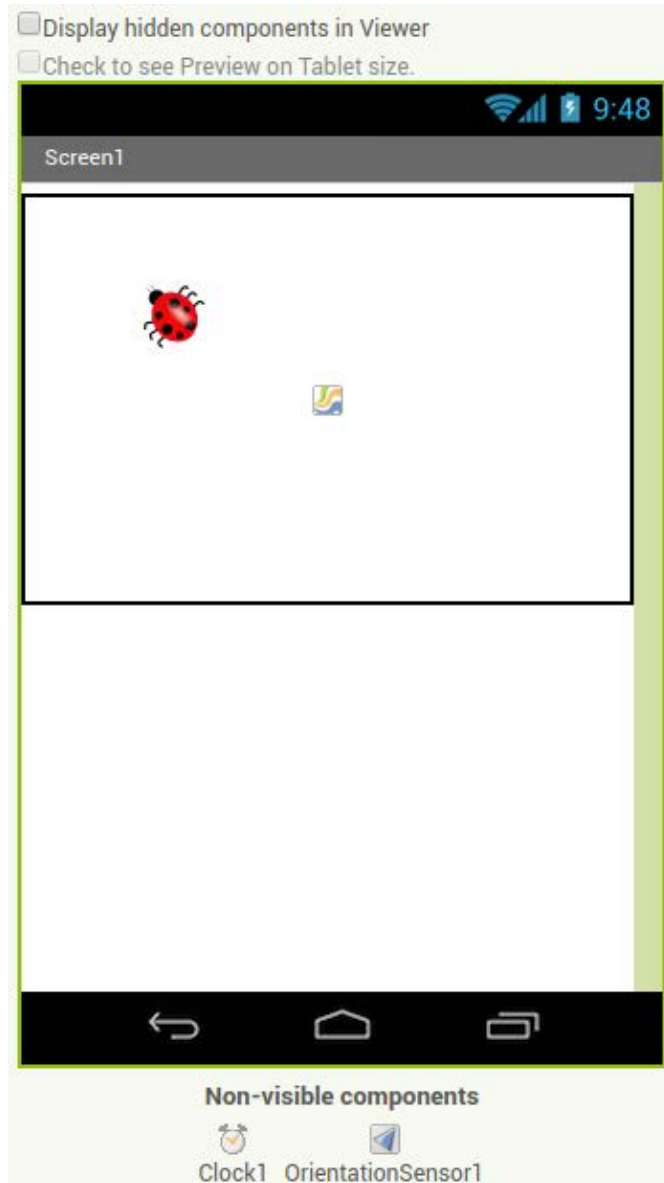
Getting Ready

You will need the following components in your design screen:

* Canvas, ImageSprite, OrientationSensor, Clock

Blocks Editor

```
to MoveBug
do  set Bug . Heading to    OrientationSensor1 . Angle
    set Bug . Speed to         OrientationSensor1 . Magnitude × 100

when Clock1 .Timer
do  call MoveBug
```

What does it mean?

A procedure called **MoveBug** was created that moves the bug in the direction that the phone is tilted.

The **OrientationSensor.Angle** is used to tell the bug which direction to move based on what angle your phone is tilted.

The **OrientationSensor.Magnitude** is used to tell the bug what speed to move based on how much tilt you are putting on your phone.

Whenever the **Clock1.Timer** fires, the event **MoveBug** will be called.

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