



Fling Movement

Change the heading and speed of a Sprite by flinging your fingers.



Getting Ready

You will need the following components in your design screen:

- * Canvas
- * ImageSprite

Blocks Editor

```
when PirateSprite .Fling
  x y speed heading xvel yvel
do
  set PirateSprite . Heading to get heading
  set PirateSprite . Speed to get speed
```

What does it mean?

Fling detects when the user makes a fling motion with the sprite across the screen.

The user sets the heading and speed from the fling to the PirateSprite's **Heading** and **Speed**.