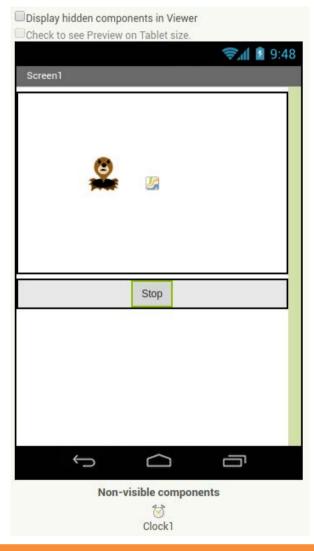


Start/Stop Timed Movement

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



Getting Ready

You will need the following components in your design screen:

* Canvas, ImageSprite, Clock, Button

Blocks Editor

```
when Clock1 \(\nabla\). MoveTo

\(\times \) [mageSprite1 \(\nabla\). \(\nabla\) \(\nabla\)
\(\times \) [mageSprite1 \(\nabla\). \(\nabla\) \(\nabla\)
\(\times \) if Clock1 \(\nabla\). TimerEnabled \(\nabla\) to false \(\nabla\)
\(\text{set StartStopButton } \(\nabla\). Text \(\nabla\) to false \(\nabla\)
\(\nabla\) set Clock1 \(\nabla\). TimerEnabled \(\nabla\) to false \(\nabla\)
\(\nabla\) set StartStopButton \(\nabla\). Text \(\nabla\) to false \(\nabla\)
\(\nabla\) set StartStopButton \(\nabla\). Text \(\nabla\) to false \(\nabla\)
```

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.