



# Movement on a Timer

Move an ImageSprite with the passing of time.

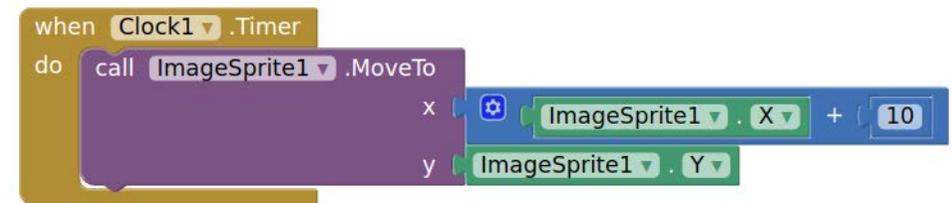


## Getting Ready

You will need the following components in your design screen:

- \* Canvas
- \* ImageSprite
- \* Clock

## Blocks Editor



## What does it mean?

**MoveTo** moves an object to an absolute Location on the canvas, not a relative Amount.

**Clock1** has an Interval that specifies how Often the Timer should go off and the Timer Event should be called.

Whenever the **Clock1.Timer** fires the Sprite will move to the right 10 Pixels since the Sprite's Interval is 1.