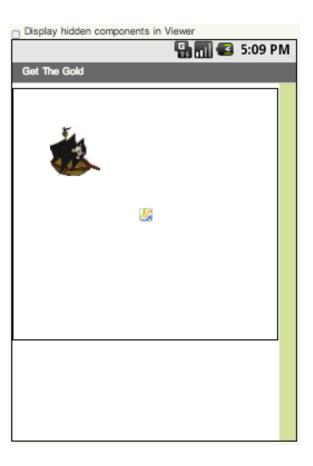


## **Fling Movement**

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

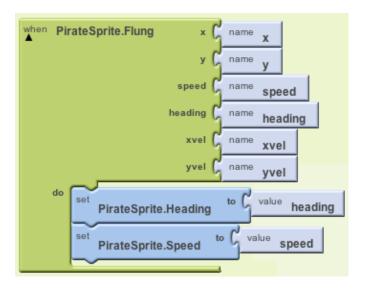


## **Getting Ready**

You will need these components in the Designer:

- Canvas
- ImageSprite

## **Blocks Editor**



## What Does it Mean?

Flung 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**.

