Bounce Sprite Off Canvas Edge

Make a ball bounce when it hits an edge of a Canvas.

Edge = 1

Edge = -3

Edge = 3

5:09 PM

Screen1

Edge = -1
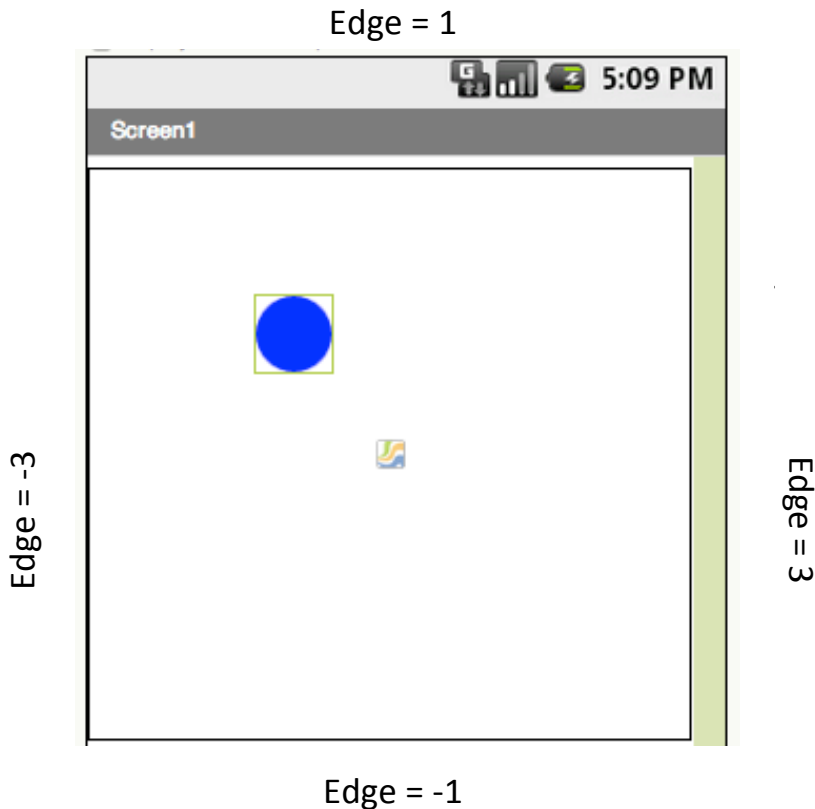
Edges are assigned values (1, 3, -1, -3)
For top, right, bottom, left

Getting Ready

You will need these components in your design screen:

- **Canvas**
- **Sprite**

Blocks Editor

```
when Ball1 .EdgeReached
  edge
do   call Ball1 .Bounce
              edge   get edge
```

What Does it Mean?

The **Ball1.EdgeReached** event will detect when the Ball sprite hits the edge of the Canvas and provides an argument **edge**.

Each **edge** of a Canvas holds a numeric value. So just feed back the same value **edge** into the **Bounce** call.

Ball1.Bounce causes the ball to bounce and move in the opposite direction off the wall (**Ball1.Heading** is changed by 180º).