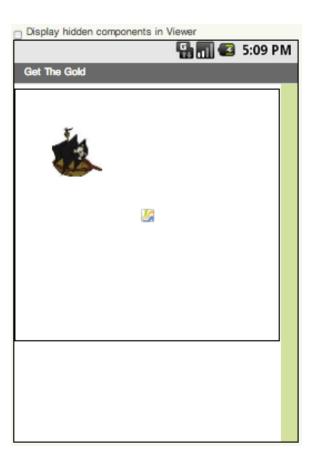


Fling Movement

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

```
when PirateSprite .Flung

x y speed heading xvel yvel

do set PirateSprite . Heading to get heading .

set PirateSprite . Speed to get speed
```

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**.

