Bounce Sprite Off Canvas Edge

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

Edge = 1
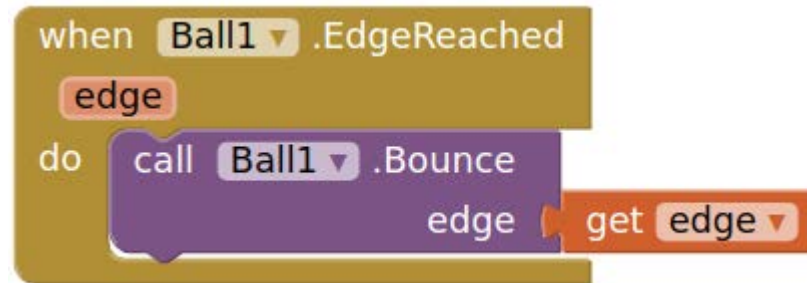

Edge = -3

Edge = -3

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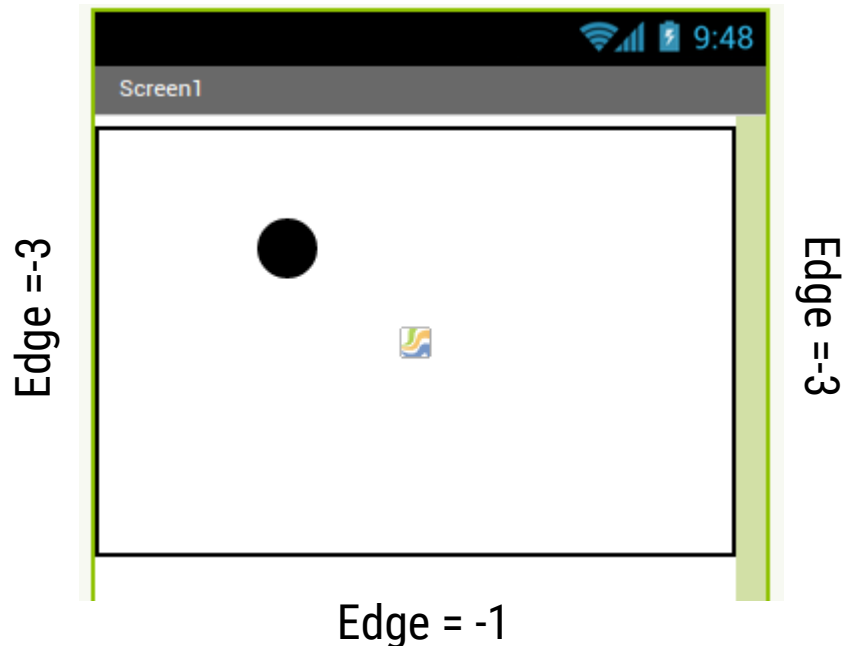
Edges are assigned values (1,3,-1,-3 For top, right, bottom, left

Getting Ready

You will need the following 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 180 degrees .

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