App Inventor 2 Graphics Animation And Charts

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« Back to index. Drawing and Animation. Table of Contents: Ball;
Canvas; ImageSprite; Ball. A round 'sprite' that can be placed on a
Canvas, where it can react to touches and drags, interact with other
sprites (ImageSprites and other Balls) and the edge of the Canvas,
and move according to its property values.. For example, to have a
Ball move 4 pixels toward the top of a Canvas every 500 ...

Drawing and Animation

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Animation Components. Ball; ImageSprite; Ball. A ball component is a particular kind of sprite (animated object) that looks like a ball. A ball is a round sprite that is contained by a canvas, can react to touches and drags, interact with other sprites (image sprites and

other balls) and the edge of the canvas, and move according to its properties.

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