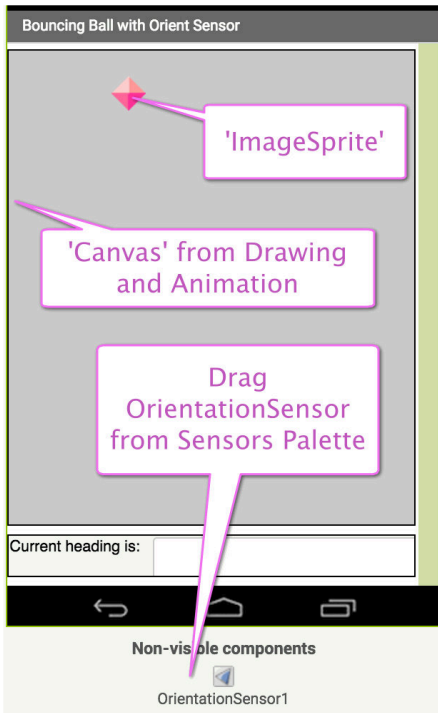


# MIT App Inventor Cheat Sheet-OrientationSensor

Visit [appinventor.pevest.com](http://appinventor.pevest.com) for more fun stuff

## Designer



For more information about the

Orientation Sensor in App Inventor, go to

<http://appinventor.pevest.com/?p=205>

Or scan the QR code with your phone or tablet!



Turn off 'Auto-rotate screen' in Settings | Display

To use, tilt phone up, down, sideways to make  
sprite move on screen

```
when OrientationSensor1 .OrientationChanged
  azimuth pitch roll
do
  set ImageSprite1 . Heading to round OrientationSensor1 . Angle
  set ImageSprite1 . Speed to OrientationSensor1 . Magnitude x 50
```

When OrientationChanged event occurs, copy the sensor's 'Angle' to the sprite's Heading to change direction

'Magnitude' has a value between 0 and 1; multiply by a large constant to translate to a useful 'Speed'

```
when ImageSprite1 .EdgeReached
  edge
do
  call ImageSprite1 .Bounce
  edge get edge
  set txtCurrentHeading . Text to ImageSprite1 . Heading
```

An 'EdgeReached' event happens when collides with edge of Canvas. Call 'Bounce' method with the 'edge' it hit to bounce in new direction