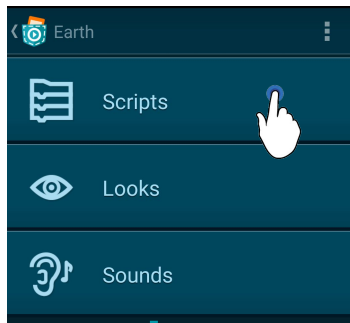
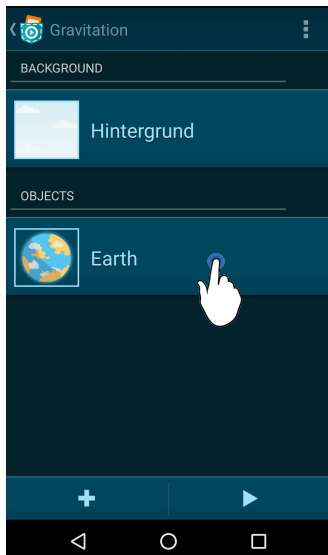


# 15) How do I control an object by using gravitation

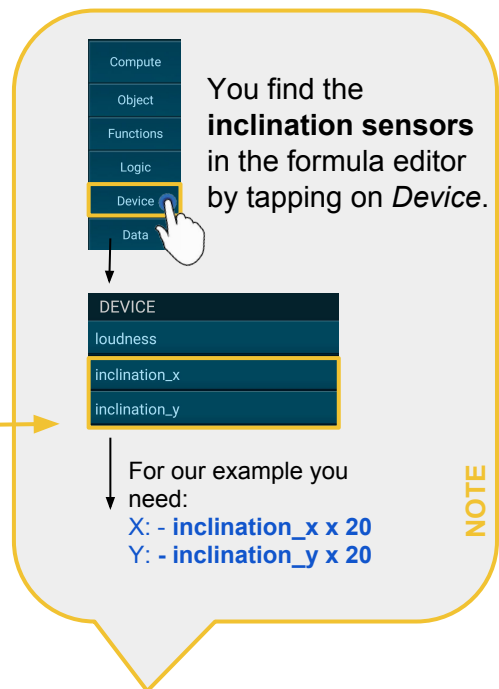


We will show you how to use gravity to control an object.

**INSTRUCTIONS:**  
Create a new program. In this game you need a new object. When you move your mobile device, your object moves accordingly.



These are the bricks for our object **Earth**.



You find the **inclination sensors** in the formula editor by tapping on *Device*.

For our example you need:  
X: - **inclination\_x** x 20  
Y: - **inclination\_y** x 20

**NOTE**