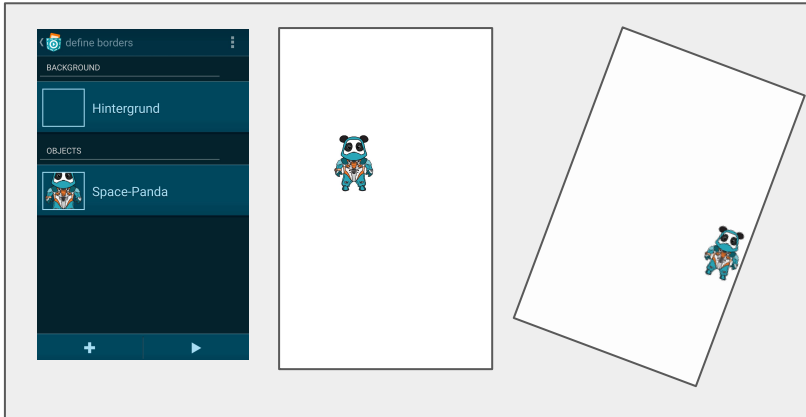
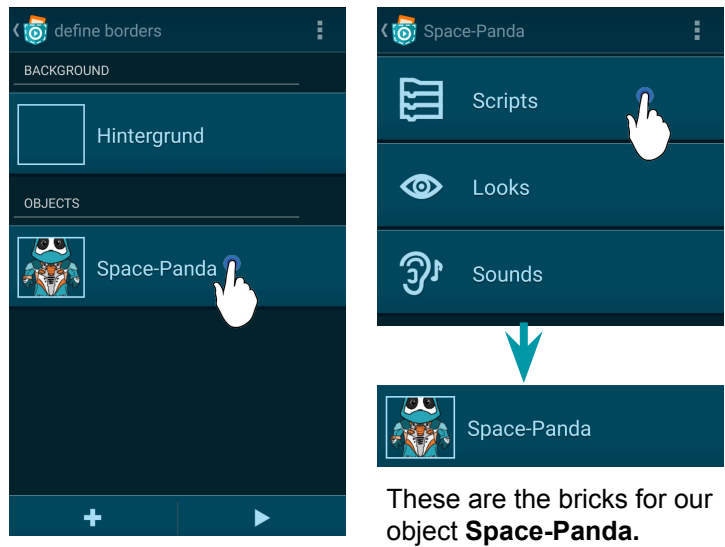


11) How can I prevent my object from leaving the screen?

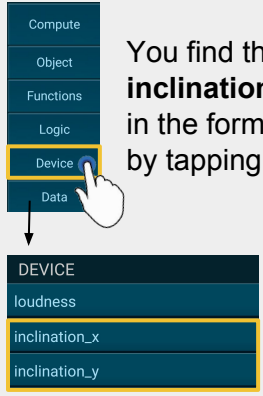


We'll show you a trick how you can easily prevent your object from leaving the screen.

INSTRUCTIONS:
Create a new program. In this game you need a new object which can be controlled with the tilt sensors.



These are the bricks for our object **Space-Panda**.



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

NOTE

For our example you need:
 $X: - \text{inclination}_x \times 20$
 $Y: - \text{inclination}_y \times 20$

