

MSW Logo

"Turtle Graphics"

Primitive Command Summary

Words in *italics>* represent word names that can be chosen by the programmer.

n* represents a number, leave a space before typing the number.

MSW Logo is not case sensitive (You can type in uppercase or lowercase letters.)		
Commands	Shortcut	Action
forward n	fd n	moves the turtle forward n turtle steps
backward n	bk n	moves the turtle backwards n turtle steps
right n	rt n	turns the turtle right n degrees
left n	lt n	turns the turtle left n degrees
repeat	—	eg. repeat 4 [fd 50 rt 90] will draw a square
hideturtle	ht	makes the turtle invisible (it will move much faster when invisible)
showturtle	st	makes the turtle visible
clearscreen	cs	clears the graphics screen and returns the turtle to home position
clean	—	clears the screen but leaves the turtle where it is
home	—	sends the turtle to home position but leaves the drawing as is
cleartext	ct	removes the list of commands from the commander window
penup	pu	lifts the turtle's pen so it doesn't draw when moving
pendown	pd	puts the turtle's pen back down so it will draw when moving
penerase	pe	changes the pen to an eraser
penreverse	px	causes the pen to erase over existing lines, otherwise draw
penpaint	—	returns the drawing version of the pen after erasing or reversing
fence	—	keeps the turtle from wrapping or going off the edge of the window
window	—	keeps the turtle from wrapping and allows it to go out of the window
wrap	—	makes the turtle wrap around the screen when it gets to one edge
setpensize [n n]	—	uses two values for pen size, height and width
setscreencolor [n n n]	setsc [n n n]	sets screen background colour**
setpencolor [n n n]	setpc [n n n]	sets pen colour**
setfloodcolor [n n n]	setfc [n n n]	sets the colour** to fill with <i>if the fill command is used</i>
fill	—	floods the area where the turtle is with the flood colour
setpos [n n]	—	moves the turtle to the x, y coordinates given
setx n or sety	—	moves the turtle to x or y coordinates given

n		
pos or xcor or ycor	—	outputs the x and y or x or y position of the turtle
setheading n	seth n	sets the turtle's heading in degrees (0 is up)
towards [n n]	—	outputs the heading the turtle would have if facing x, y given
to procedure	—	eg. to square defines the name of a procedure to teach logo commands
edit procedure	—	takes you to the editor to edit a procedure
:variable_name	—	eg. to square :size sets a variable :size that can be used in square

*logo also knows mathematical operations so that instead of entering an integer value, mathematical operations can be used: eg. **fd 10 + 6/3 * 2** or even **bk sqrt 2.5**

colour - is set with the three primary colours of light; **red, **green**, and **blue** (in that order) and uses numbers from 0 to 255 to indicate the intensity of the colour.

Eg.

to pink

op [255 200 255]

end

will output the colour pink when pink is called in a procedure.

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Please [e-mail](#) Simone Rudge if you have any questions or comments about this course at Yukon College, or these pages.

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