

MswLogo

Getting Started

MswLogo **commands** are typed into the **bottom** (Commander) **window**. **Commands** can be entered in either **upper or lower case** (or both). **Spaces** are used to **delimit** (separate) commands.

Most of the commonly used LOGO commands can be **abbreviated** to **2 letters** (usually the **first** and **last** letters of the word), except where duplication occurs:

FD **F**orwar**D** **BK** **B**ack **LT** **L**eft **RT** **R**ight

REPEAT no abbreviation, example: **REPEAT 4 [FD 50 RT 90]**
*note the use of **square brackets** here*

PD _____ **PenDown** **PU** _____ **PenUp** **PE** _____ **PenErase** **PPT** _____ **PenPaint**

(draw) (move) (rub out) (cancels erase)

ST **ShowTurtle** **HT** **HideTurtle** (*speeds up screen graphics*)

HOME moves Turtle to the **origin (0,0)** and **HEADING 0** ('North')
(Note: If the **pen** is **down** when the **HOME** command is issued, a line is drawn to the origin)

CS **ClearScreen** *(erases graphics and sends the Turtle 'HOME')*

EDALL **Ed**it **all** procedures

ERALL **Er**ase **all** procedures

SETPENSIZE [width height] (enter two numbers but first number not used in MswLogo)

SETPC **SETPenColor** **[red green blue]** *(each colour in range 0-255)*

SETSC **SETSc**reenColor [red green blue] (*background colour*)

SETFC **SETFloodColor** [red green blue] *(move turtle inside shape then FILL)*

```
[255  0   0 ] = red           [ 0   0   0 ] = black
[ 0  255  0 ] = green        [255 255 255] = white
[ 0   0 255] = blue          [128 128 128] = grey
```

Procedure definitions must begin with **TO procname** and end with **END**

```
eg.   TO square
      REPEAT 4 [FD 50 RT 90]
      END
```

Parameters can be passed to procedures

```
eg.    TO poly :sides :size
        REPEAT :sides [FD :size RT 360/:sides]
        END
```

(Issuing the command `'poly 5 100'` draws a regular pentagon of size 100)