

Logo Help Sheets.

Basic Commands.

The syntax of a Logo command is:

[Direction] [Distance]

So, to move the Turtle forward 20 units, type:

Forward 20

Since the Turtle uses angle to determine the amount of turn to make rather than compass points, the Distance becomes angle size for a turning move:

[Direction of Turn] [Size of Angle]

So, to turn the turtle 90° to the right, type:

Right 90

All commands in Logo have an abbreviation to help speed up typing.

Here is a list of all direction commands followed by their abbreviation:

Forward	-	FD
Back	-	BK
Right	-	RT
Left	-	LT

Logo is not case sensitive, so fd or forward are just as valid as FD or FORWARD.

In addition to these abbreviations, there is also an on-screen keypad (RISCOS version). When a button is clicked over on the screen, the corresponding command is displayed in the command window.

Logo implements some further commands to help keep the screen tidy, although it is not necessary to memorise these in order to make good use of the program.

These also have abbreviations, as shown below:

Clear Screen	-	CS
Pen Up	-	PU
Pen Down	-	PD

The Pen Up command allows the turtle to be moved about the screen without leaving a mark, while the Pen Down command tells the turtle to leave a mark again. The default is Pen Down.

Before printing, some children may wish to remove the turtle from their picture, especially if their finished product is small in comparison with the turtle. Use the Hide/Show Turtle command for this:

Hide Turtle	-	HT
Show Turtle	-	ST

The Home command returns the Turtle to its original position (usually the centre of the screen). Simply type Home in the command window.