MicroWorlds Help Topics

File Edit Bookmark Options Help

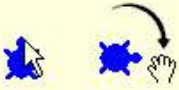| Help Topics | Back | Print | Options | << | >> |

Moving and Turning the Turtle

You can move the turtle by dragging it with the mouse.

With the pointer, drag the turtle.

You can change the turtle's heading by dragging its head.

Point to its head, make it spin.

You can only turn the turtle by dragging its head if the turtle has the original "turtle" shape.

When there are two turtles, you can bring one to the front by pressing the **Shift** key while clicking on it. This feature is particularly useful when animating turtles in different shapes.

Click on the turtle while pressing the Shift key.

Related Logo Primitives: setpos, seth, forward, back, left, and right

---

MicroWorlds Online Help

File Edit Bookmark Options Help

| Contents | Index | Back | Print | << | >> |

forward

forward (fd) *number*

Moves the turtle forward.

Examples:
```
pd fd 20 rt 90
pu fd 50
pd fd 10
```

Created September 2, 2001
Last modified: December 3, 2003

Author Rupert Russell r.russell@ballarat.edu.au

URL: http://uob-community.ballarat.edu.au/~rrussell/tutorials/microworlds/bw.html

APA citation:
Russell, R. (2003, December 3). *Microworlds logo notes.* Retrieved December 3, 2003, from
   http://uob-community.ballarat.edu.au/~rrussell/tutorials/microworlds/bw.html