

# Creating Turtles

Create and assign turtles.

These commands handle the number of turtles, how they are created, and how to talk to them.

## ALLTURTLES

A list of all turtles.

### Syntax

```
ALLTURTLES
```

### Description

ALLTURTLES outputs a list of the names of every turtle that currently defined in Logo. ALLTURTLES is equivalent to the command [EVERY](#) "TURTLE.

### Example

```
ALLTURTLES  
Result: [0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15]
```

## CTURTLES

Arranges turtles in a circle.

### Syntax

```
CTURTLES number
```

### Description

CTURTLES activates and makes visible the number of turtles specified by its input and arranges them in a circle in the center of the Graphics window. See also [LTURTLES](#).

### Example

```
DRAW  
CTURTLES 16  
FD 100
```

## LTURTLES

Arranges turtles in a row.

**Syntax**

```
LTURTLES number
```

**Description**

LTURTLES activates and makes visible the number of turtles specified by its input and arranges them in a horizontal line along the center of the Graphics window. See also [CTURTLES](#).

**Example**

```
DRAW
LTURTLES 15
FD 100
```

**SETTURTLES (SETT)**

Creates a range of turtles.

**Syntax**

```
SETTURTLES number
SETT number
```

**Description**

SETTURTLES defines the total number of turtles available. Their numbers range from 0 to the input of SETTURTLES minus 1. For example, SETTURTLES 16 will create the turtles [0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15]. By default, Logo starts with 16 turtles defined and turtle 0 activated.

SETTURTLES creates turtles with the following characteristics:

Position	Home [0 0]
Turtle size	1
Heading	0
Line width	1
Color	0 (black)
Turtle speed	1
Visibility	FALSE
Pattern	0
Pen state	<a href="#">PENDOWN</a>
Font:	Default system font, 9 points

SETTURTLES accepts a number between 1 and 1000 as input. The actual maximum of turtles depends on the speed of the computer. The more turtles you set, the slower turtle movements become.

[TURTLES](#) reports the number of turtles that have been defined with SETTURTLES. Use the [TELL](#), [ASK](#), [EACH](#), and [WHO](#) commands to access multiple turtles.

**Example**

```
SETTURTLES 4  
TURTLES  
Result: 4
```

## SETTURTLENAME (SETTNAME)

Sets the name of a turtle.

**Syntax**

```
SETTURTLENAME :turtle :name
```

**Description**

SETTURTLENAME sets the alias name of the widget whose object name is supplied as its first input. It also sets the widget's TOOLTIP property. Note that the new name is an alias to the original name; you can use both the original and the alias name to address the widget.

To get the widget alias name, see [TURTLENAME](#).

**Example**

```
SETTNAME 0 "JOE  
TNAME  
Result: JOE
```

## TURTLENAME (TNAME)

Gets the name of the first active turtle.

**Syntax**

```
TURTLENAME
```

**Description**

TURTLENAME outputs the name of the first active turtle. This is also the value of its NAME property.

To set the turtle name, see [SETTURTLENAME](#).

**Example**

```
SETTNAME 0 "JOE  
TNAME  
Result: JOE
```

## TURTLENAMES (TNAMES)

Outputs a list of all turtle names.

### Syntax

```
TURTLENAMES
```

### Description

TURTLENAMES outputs a list of the names of all turtles. Note that this list does not output turtle numbers, but names if a turtle has been given an alias name. Use [ALLTURTLES](#) to obtain a list of turtle numbers.

See also [TURTLENAME](#) and [SETTURTLENAME](#).

### Example

```
TURTLENAMES  
Result: [0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 JOE JACK]
```

## TURTLES

Reports the number of turtles.

### Syntax

```
TURTLES
```

### Description

The TURTLES command reports the total number of available turtles. Set the number of turtles with [SETTURTLES](#). See also [TELLALL](#), [ALLTURTLES](#), [TELLEVEN](#), and [TELLODD](#).

### Example

```
TURTLES  
Result: 16
```