

Saving Files

There are two ways to save in Logo. One is the traditional method shown below of file |save. The other is in keeping with text based programming and is important for students to learn in their programming journey. Choose the method that best aligns with your age group and goals of your classroom.

For new and younger users you will probably want to start with the traditional file | save as described below. Please review the different files types for saving. However when your students are ready, have your students use the save command. By doing this you are introducing your students to a realistic programming environment. Following is an example of how to use the SAVE command.

SAVE Command

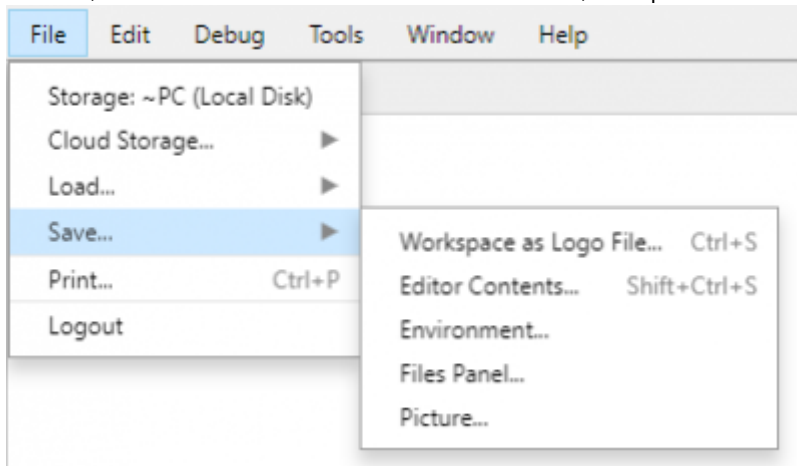
SAVE "MYWORK.LGO

SAVE "mywork.lgo

↑ ↑
name of file file type

Save with menu toolbar

To save, select File from the toolbar then select save, a drop down menu appears with five choices.



Saving-File types

Workspace as Logo File (.lgo)

Saves only the procedures written as well as the global names and property lists, including the current preferences as the PREFS property list. This is a good choice if students are writing a set of standard procedures to import in environments as needed. An editor file can be opened in an environment.

Environment (.logoenv)

Saves everything in the listener panel, graphics panel, editor panel, and any procedures, names, and property lists created.

This is the best choice for students who are working on a project or new to Logo.

Editor Contents (.lgo)

Saves what is currently being written in the editor panel. This is a good choice if a student is working on a procedure in an editor panel and is not finished.

Files Panel (.zip)

Saves all files that the ~FILES panel displays into a zip file.

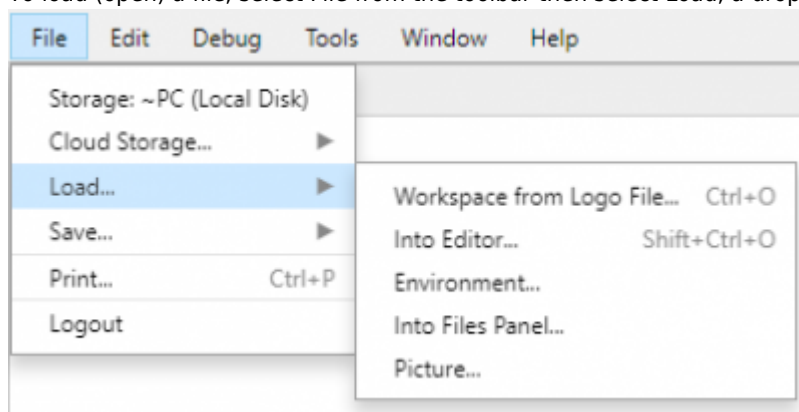
Picture (.png)

Saves the graphic panel as a graphic image in a .png format

Opening Files

What to Open?

To load (open) a file, select File from the toolbar then select Load, a drop down menu appears with five choices.



Workspace from Logo File (.lgo)

Loads and runs the contents of the LGO program file, which can be the result of a Save Logo File or a Save Editor Contents operation. This is a good choice if students are writing a set of standard procedures to import in environments as needed. A Logo file can be opened in an environment.

Environment (.logoenv)

Loads the total environment for that file, everything in the Listener panel, Editor panel, Graphics panel, and any procedures created. This is the best choice for students who are working on a project or new to Logo.

Into Editor (.lgo)

Opens what was most recently worked on in an open editor panel.

Into Files Panel (.zip)

Load the contents of the Zip archive into the ~FILES section of the Files panel, where they are available to use for Logo programs.

Picture (.png)

Loads a .png image in the Graphic panel as a background for other graphics.