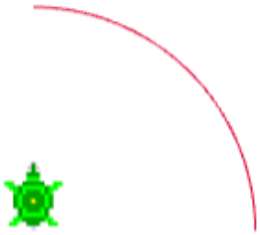
turtleSpaces

2D Shape Guide

Note: the pipe symbol | denotes the separation of parameters but is not used when calling the primitives.

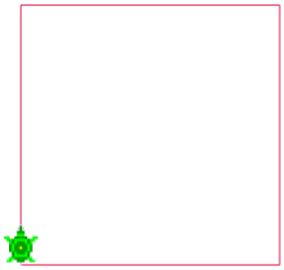


arc

degrees | radius

Creates an arc. The arc is created around the turtle, and the turtle does not move. For arcs the turtle moves along, see leftarc, rightarc

arc 90 50

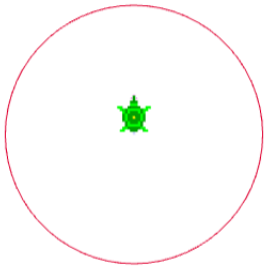


box

size (number)

Creates a lined square of the specified size.

box 100

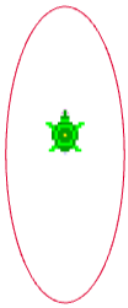


circle

radius

Creates a lined circle at the specified radius around the turtle

circle 50

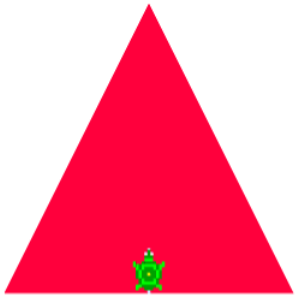


ellipse

width (number) | height (number)

Creates a pen-drawn ellipse of the specified width and height.

ellipse 20 50

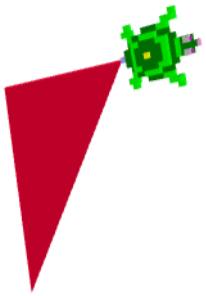


fiso

width height

Creates a filled isosceles triangle with the center of its base at the root of the selected turtle and aligned with the turtle's orientation. See iso.

fiso 50 100

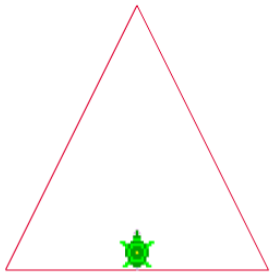


frag

none

Makes a triangle from the current position and previous two turtle positions.

forward 50 right 80 forward 30 frag

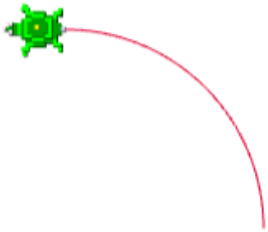


iso

width height

Draws an isosceles triangle of the specified width and height, with the turtle positioned at the center of the lower side, and the triangle pointing in line with the turtle's current orientation. See fiso

iso 50 100



leftarc (larc)

degrees radius

Draws an arc to the left of the turtle, starting at the turtle's position, and placing the turtle at its end. See rightarc, arc

larc 90 50

lat

size

Creates a right-angle triangle to the left of the turtle. See rat

lat 50

line

length

Creates a line to the front of the turtle without moving the turtle.

line 50

oval

width (number) | height (number)

Creates a filled oval of the specified width and height. See ellipse

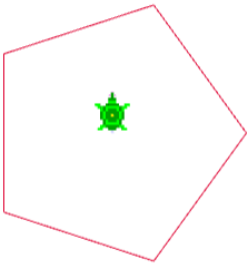
oval 50 20

pie

degrees (number) | radius (number)

Creates a pie-chart like object of the specified radius and degrees, starting at the turtle's right vector and moving counter-clockwise.

pie 45 70

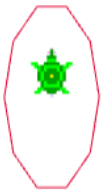


poly

radius (number) | sides (number)

Draws a convex polygon of the specified radius and number of sides.

poly 50 5



polyellipse

width (number) | height (number) | sides (number)

Draws a convex polygon of the specified dimensions and sides.

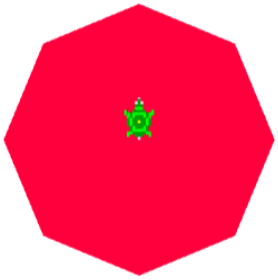
polyellipse 15 30 10

polyoval

width (number) | height (number) | sides (number)

Creates a filled convex polygon of the specified dimensions and sides.

polyoval 30 15 10



polyspot

radius (number) | sides (number)

Creates a filled convex polygon of the specified radius and number of sides.

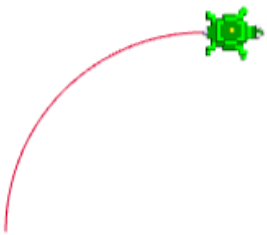
polyspot 50 8

quad

width | height

Creates a 'quad', a two-dimensional filled rectangle of the specified width and height, to the front and right of the turtle.

quad 50 100



rightarc (rarc)

length

Draws an arc to the right of the turtle, starting at the turtle's position, and placing the turtle at its end. See leftarc, arc

rarc 90 50

rat

size

Creates a right-angle triangle to the right of the turtle. See lat

rat 50

rect

width (number) | height (number)

Creates a pen-drawn rectangle of the specified width and height to the front and right of the current turtle.

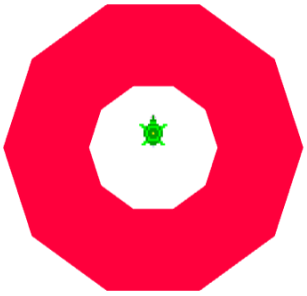
rect 50 100

rhombus

width (number) | height (number)

Creates a 2D rhombus of the specified width and height.

rhombus 20 40



ring

thickness (number) | inner radius (number) | segments (number)

Creates a two-dimensional ring of the specified thickness, inner radius and segments. A segment number of 4 creates a square picture frame, while 3 creates a triangle. See ringarc

ring 40 30 10

ringarc

thickness (number) | inner radius (number) | totalsegments (number) | arcsegments

Creates a partial ring of the specified number of segments. So, if the totalsegments specified were 10, an arcsegments value of 5 would create a half-ring.

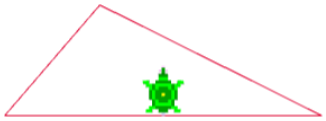
ringarc 40 30 10 5

skewfiso

width (turtle-units) | height | degrees

Creates a filled isosceles triangle “skewed” by the given number of degrees in the X axis. Negative degree values are an acceptable input. See fiso

skewfiso 40 50 45



skewiso

width (turtle-units) | height | degrees

Creates an isosceles triangle “skewed” by the given number of degrees in the X axis. Negative degree values are an acceptable input. See iso

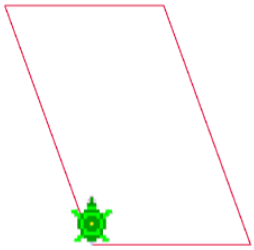
skewiso 50 40 -30

skewquad

width (turtle-units) | height (turtle-units) | degrees

Creates a quad “skewed” by the specified number of degrees, a value which can be negative. See quad

skewquad 50 80 -40



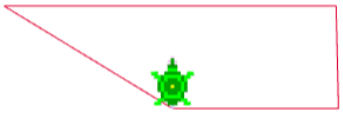
skewrect

width (turtle-units) | height | degrees

Creates a “skewed” rectangle of the given width and height, skewed by the specified number of degrees, a value which can be negative.

skewrect 50 80 -20

skewtraperect



width (turtle-units) | height | ratio | degrees

Creates a “skewed” trapezoidal rectangle of the specified width and height, whose top is affected by the provided ratio and who is skewed by the specified number of degrees, a value which can be negative. See rect

skewtraperect 50 40 2 -40

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skewtrapezoid

width (turtle-units) | height | ratio | degrees

Creates a skewed trapezoidal quad of the specified width and height, whose top is affected by the provided ratio and who is skewed by the specified number of degrees, a value which can be negative.

skewtrapezoid 50 40 3 20

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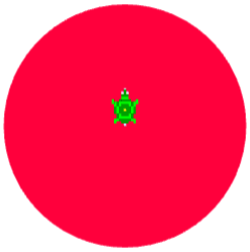
spot



radius (number)

Creates a filled circle of the specified radius around the turtle.

spot 50

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square

size (number)

Creates a filled square of the specified size to the right-front of the turtle.

square 100

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traperect

width (turtle-units) | height | ratio

Creates a trapezoidal rectangle of the given width, height and with its far end contracted or expanded by the given ratio. See rect

traperect 40 30 2

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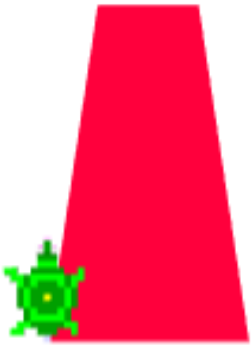
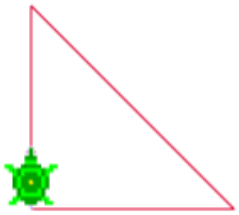
trapezoid



width (turtle-units) | height | ratio

Creates a quad whose far ‘end’ is expanded or contracted based on the provided ratio. See quad, skewtrapezoid

trapezoid 30 50 0.5



triangle

width (number) | height (number)

Creates a wireframe (pen-drawn) right-angle triangle to the front and right of the turtle.

triangle 50 50

wedge

turtle-steps-right turtle-steps-forward

Creates a filled right-angle triangle turtle-steps-right from the turtle and turtle-steps-forward from the turtle in dimensions.

wedge 100 50