

Some Useful Settings for Turtle

These tables show some of the values for various methods used in the Python turtle package.

1 Speed

The methods that require a speed with which to move the mouse (like `speed()`) take an integer argument. The integer is between 0 and 10, with 0 meaning no motion and 10 meaning the fastest motion. So if you have the speed set to 0, the turtle will jump around as you move it; there will be no animation.

2 Color

The methods that require a color use a color specification string. The more common ones are:

black	cyan	green	pink	violet
blue	gold	magenta	purple	white
brown	gray	orange	red	yellow

A full list can be found at <http://www.tcl.tk/man/tcl8.5/TkCmd/colors.htm>. You can also specify colors as mixtures of red, green, and blue as `#rrggbb`, where *rr*, *gg*, and *bb* are two hexadecimal digits each indicating the intensity of the color (with “00” meaning the color isn’t present and “FF” meaning it is as intense as possible).

3 Shapes

The methods that require a shape for the cursor (like `shape()`) know the following shapes: “arrow”, “turtle”, “circle”, “square”, “triangle”, and “classic”.