

Wszystkie funkcje modułu turtle

from turtle import *

Turtle motion

Move and draw

forward() | fd()
backward() | bk() | back()
right() | rt()
left() | lt()
goto() | setpos() | setposition()
setx()
sety()
setheading() | seth() seth(0) – w prawo
home() do [0,0] i w prawo
circle() circle(50,360,4) – kwadrat
circle(50,180) – półkole
dot() dot(20,'green') –
kropa(20=średnica)
stamp() stempel – zwraca nr
clearstamp() usuńStempel(nr)
clearstamps()
undo() wielokrotne cofnij
speed() szybkość rysowania 1..10 max. 0

Tell Turtle's state

position() | pos()
towards() towards(100,100) = 45
xcor()
ycor()
heading()
distance() distance(100,100)=141.4213562373095

Pen control

Drawing state

pendown() | pd() | down()
penup() | pu() | up()
pensize() | width()
pen()
{'shearfactor': 0.0, 'pensize': 1, 'pendown':
True, 'outline': 1, 'stretchfactor': (1.0, 1.0),
'fillcolor': 'black', 'speed': 3, 'pencolor': 'black',
'tilt': 0.0, 'resizemode': 'noresize', 'shown':
True}
isdown()

Color control

color() ('black', 'black')
pencolor()
fillcolor()

Filling

filling()
begin_fill()
end_fill()

More drawing control

reset()
clear()
write()
write("Witek", font=('Times',24), move=True)

Turtle state

Visibility

showturtle() | st()
hideturtle() | ht()
isvisible()

Appearance

shape() "arrow", "turtle", "circle", "square",
"triangle", "classic"
resizemode()
shapeseize() | turtlesize() turtlesize(2,3,1)
shearfactor()
settiltangle()
tiltangle()
tilt()
shapetransform()
get_shapepoly()

Using events

onclick()
onrelease()
ondrag()

Special Turtle methods

begin_poly()
end_poly()
get_poly()
clone()
getturtle() | getpen()
getscreen()
setundobuffer()
undobufferentries()