Subject: OT: Logo Clone
Posted by Dan on Wed, 15 Nov 2006 00:21:53 GMT

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I'm not sure how many of you remember a program called Logo, which let you send commands to a "turtle" to draw lines and shapes on the screen. I used it in my primary school/high school days and I thought I would make my own clone. I used Direct3D 9 with C++ and a month and a bit to produce my own version that (to the best of my memory) is the same as what I used when I was a lad.

Now that I've completed it feature-wise and eliminated all the bugs that I found through my own testing, I thought that I would release it for everyone else to have a screw around with (and uncover bugs). Post any bugs, suggestions, criticisms or other feedback that you may have here.

Let me know what you think!

File attached.

File Attachments
1) Logo.rar, downloaded 131 times