
Subject: OT: Logo Clone

Posted by [Dan](#) on Wed, 15 Nov 2006 00:21:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

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 171 times
