

# Reference – pencilcode.net

## Movement

`fd 50` forward 50 pixels  
`bk 10` backward 10 pixels  
`rt 90` turn right 90 degrees  
`lt 120` turn left 120 degrees  
`rt 90, 50` do a 90° arc of radius 50  
`home()` go to the page center  
`slide x, y` slide right x and forward y  
`moveto x, y` go to x,y relative to home  
`turnto 45` set direction to 45 (NE)  
`turnto obj` point toward obj  
`speed 30` do 30 moves per second

## Appearance

`ht()` hide the turtle  
`st()` show the turtle  
`scale 8` do everything 8x bigger  
`wear yellow` wear a yellow shell  
`fadeOut()` fade and hide the turtle  
`remove()` totally remove the turtle

## Output

`see obj` debug the value of obj  
`write 'hello'` writes a line of HTML  
`p = write 'hm'` saves an HTML element  
`p.html 'done'` changes old text  
`append 'ok'` text without a new line  
`button 'go',` adds a button with  
`-> fd 10` an action  
`read (n) ->` adds a text input with  
`write n*n` an action  
`t = table 3,5` adds a 3x5 <table>  
`t.cell(0, 0).` selects the first cell of the  
`text 'aloha'` table and sets its text  
`ct()` clear text

## Drawing

`pen blue` draw in blue  
`pen red, 9` 9 pixel wide red pen  
`pen null` use no color  
`pen off` pause use of the pen  
`pen on` use the pen again  
`label 'X'` draw the letter X  
`dot green` draw a green dot  
`dot gold, 30` 30 pixel gold circle  
`pen path` trace an invisible path  
`fill cyan` fill traced path in cyan  
`cg()` clear graphics

## Properties

`turtle` name of the main turtle  
`getxy()` [x, y] position relative to home  
`direction()` direction of turtle  
`hidden()` if the turtle is hidden  
`touches(obj)` if the turtle touches obj  
`inside(window)` if enclosed in the window

## Sets

`g = hatch 20` hatch 20 new turtles  
`g = $('img')` select all <img> as a set  
`g.plan (j) ->` direct the jth turtle to go  
`@fd j * 10` forward by 10j pixels

## Other Functions

`tick 5, -> fd 10` go 5 times per second  
`click -> fd 10` go when clicked  
`random [3,5,7]` return 3, 5, or 7  
`random 100` random [0..99]  
`play 'ceg'` play musical notes  
`$(window)` the visible window  
`$('p').eq(0)` the first <p> element  
`$('#zed')` the element with id="zed"

## Colors

white	gainsboro	silver	darkgray	gray	dimgray	black
whitesmoke	lightgray	lightcoral	rosybrown	indianred	red	maroon
snow	mistyrose	salmon	orangered	chocolate	brown	darkred
seashell	peachpuff	tomato	darkorange	peru	firebrick	olive
linen	bisque	darksalmon	orange	goldenrod	sienna	darkolivegreen
oldlace	antiquewhite	coral	gold	limegreen	saddlebrown	darkgreen
floralwhite	navajowhite	lightsalmon	darkkhaki	lime	darkgoldenrod	green
cornsilk	blanchedalmond	sandybrown	yellow	mediumseagreen	olivedrab	forestgreen
ivory	papayawhip	burlywood	yellowgreen	springgreen	seagreen	darkslategray
beige	moccasin	tan	chartreuse	mediumspringgreen	lightseagreen	teal
lightyellow	wheat	khaki	lawngreen	aqua	darkturquoise	darkcyan
lightgoldenrodyellow	lemonchiffon	greenyellow	darkseagreen	cyan	deepskyblue	midnightblue
honeydew	palegoldenrod	lightgreen	mediumaquamarine	cadetblue	steelblue	navy
mintcream	palegreen	skyblue	turquoise	dodgerblue	blue	darkblue
azure	aquamarine	lightskyblue	mediumturquoise	lightslategray	blueviolet	mediumblue
lightcyan	paleturquoise	lightsteelblue	cornflowerblue	slategray	darkorchid	darkslateblue
aliceblue	powderblue	thistle	mediumslateblue	royalblue	fuchsia	indigo
ghostwhite	lightblue	plum	mediumpurple	slateblue	magenta	darkviolet
lavender	pink	violet	orchid	mediumorchid	mediumvioletred	purple
lavenderblush	lightpink	hotpink	palevioletred	deeppink	crimson	darkmagenta