



Halt



Bot(Object)>>halt

Bot>>pattern

[] in Bot>>pattern4 {[self pattern]}

SmallInteger(Integer)>>timesRepeat:

Bot>>pattern4

Proceed

Restart

Into

Over

Through

Full Stack

Where

**pattern**

"draws a pattern"

self go: 500.

self turnRight: 90.

self go: 100.

self turnRight: 90.

self go: 50.

self turnRight: 90.

self go: 50.

self halt.

self turnRight: 90.

self  
all inst ve  
bounds  
owner

a Bot(3115)  
direction: 90  
position: 690@477

this  
all t

run to here

find... (f)

find again (g)

set search string (h)

do again (j)

undo (z)

copy (c)

cut (x)

paste (v)

paste...

do it (d)

print it (p)

inspect it (i)

explore it (l)

debug it

accept (s)