

Halt

Bot>>pattern
[] in Bot>>pattern4 {[self pattern]}
SmallInteger(Integer)>>timesRepeat:
Bot>>pattern4
UndefinedObject>>DoIt

Proceed Restart Into Over Through Full Stack Where

self turnRight: 90.
self go: 50.
self halt.
self turnRight: 90.
self go: 100.
self turnRight: 90.
self go: 25.
self turnRight: 90.
self go: 25.
self turnRight: 90.
self go: 50

self
all inst va
bounds
owner

a Bot(3115)
direction: 180
position: 790@502

thisContext
all temp va

Bot>>pattern

