

**MessageNotUnderstood: adaptToPoint:andSend:**

```

- UndefinedObject(Object)>>doesNotUnderstand:
+ Point>>*
Turtle>>go:
UndefinedObject>>doIt
Compiler>>evaluate:in:to:notifying:ifFail:
TextMorphEditor(ParagraphEditor)>>evaluateSelection
[] in PluggableTextMorph>>doIt

```

```

- "Move the receiver's turtle in its current direction a number of
+ bits
equal to the argument, distance. If the turtle is tracing, draw a
line
from the old place to the new one."
"Turtle new trace; go: 300; show"
self trace.
self gotoAt: (direction degreeCos @ direction degreeSin * distance)

```

- self	-	- thisContext	- nil
+ all inst var	+ all temp va	+ all temp va	
bounds		distance	
owner			
submorphs			
fullBounds			
color			