Turtle (API)

The Turtle API is used to work with your [Turtles](http://computercraft.info/wiki/index.php?title=Turtle).

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| **KEY** | |
| **Color** | **Turtles that can perform this** |
| White | All |
| Green | Crafty |
| Yellow | Mining, Felling, Digging, Farming |
| Red | Any tool |

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| **Return** | **Method name** | **Description** | **Min version** |
| bool "success" | [turtle.craft](http://computercraft.info/wiki/index.php?title=Turtle.craft)() | Craft items using ingredients anywhere in the Turtle's inventory and place results in the active slot |  |
| bool "success" | [turtle.forward](http://computercraft.info/wiki/index.php?title=Turtle.forward)() | Let the Turtle move forward |  |
| bool "success" | [turtle.back](http://computercraft.info/wiki/index.php?title=Turtle.back)() | Let the Turtle move back |  |
| bool "success" | [turtle.up](http://computercraft.info/wiki/index.php?title=Turtle.up)() | Let the Turtle move up |  |
| bool "success" | [turtle.down](http://computercraft.info/wiki/index.php?title=Turtle.down)() | Let the Turtle move down |  |
| bool "true" | [turtle.turnLeft](http://computercraft.info/wiki/index.php?title=Turtle.turnLeft)() | The Turtle turns left |  |
| bool "true" | [turtle.turnRight](http://computercraft.info/wiki/index.php?title=Turtle.turnRight)() | The Turtle turns right |  |
| bool "slot > 16" | [turtle.select](http://computercraft.info/wiki/index.php?title=Turtle.select)( slotNum ) | The Turtle selects the given Slot (1 is top left, 16 (9 in 1.33 and earlier) is bottom right) |  |
| int "result" | [turtle.getItemCount](http://computercraft.info/wiki/index.php?title=Turtle.getItemCount)( slotNum ) | Counts how many items are in the given Slot |  |
| int "result" | [turtle.getItemSpace](http://computercraft.info/wiki/index.php?title=Turtle.getItemSpace)( slotNum ) | Counts how many remaining items you need to fill the stack in the given Slot |  |
| bool "success" | [turtle.attack](http://computercraft.info/wiki/index.php?title=Turtle.attack)() | Attacks in front of the turtle. | 1.4 |
| bool "success" | [turtle.attackUp](http://computercraft.info/wiki/index.php?title=Turtle.attackUp&action=edit&redlink=1)() | Attacks over the turtle. | 1.4 |
| bool "success" | [turtle.attackDown](http://computercraft.info/wiki/index.php?title=Turtle.attackDown&action=edit&redlink=1)() | Attacks under the turtle. | 1.4 |
| bool "success" | [turtle.dig](http://computercraft.info/wiki/index.php?title=Turtle.dig)() | Breaks the Block in front. With hoe: tills the dirt in front of it. |  |
| bool "success" | [turtle.digUp](http://computercraft.info/wiki/index.php?title=Turtle.digUp)() | Breaks the Block above. With hoe: tills the dirt above it. |  |
| bool "success" | [turtle.digDown](http://computercraft.info/wiki/index.php?title=Turtle.digDown)() | Breaks the Block below. With hoe: tills the dirt below it. |  |
| bool "success" | [turtle.place](http://computercraft.info/wiki/index.php?title=Turtle.place)( [signText] ) | Places a Block of the selected slot in front. Engrave [signText] on signs if provided. | 1.4 |
| bool "success" | [turtle.placeUp](http://computercraft.info/wiki/index.php?title=Turtle.placeUp)() | Places a Block of the selected slot above |  |
| bool "success" | [turtle.placeDown](http://computercraft.info/wiki/index.php?title=Turtle.placeDown)() | Places a Block of the selected slot below |  |
| bool "result" | [turtle.detect](http://computercraft.info/wiki/index.php?title=Turtle.detect)() | Detects if there is a Block in front. Does not detect mobs. |  |
| bool "result" | [turtle.detectUp](http://computercraft.info/wiki/index.php?title=Turtle.detectUp)() | Detects if there is a Block above |  |
| bool "result" | [turtle.detectDown](http://computercraft.info/wiki/index.php?title=Turtle.detectDown)() | Detects if there is a Block below |  |
| bool "result" | [turtle.compare](http://computercraft.info/wiki/index.php?title=Turtle.compare)() | Detects if the block in front is the same as the one in the currently selected slot |  |
| bool "result" | [turtle.compareUp](http://computercraft.info/wiki/index.php?title=Turtle.compareUp)() | Detects if the block above is the same as the one in the currently selected slot |  |
| bool "result" | [turtle.compareDown](http://computercraft.info/wiki/index.php?title=Turtle.compareDown)() | Detects if the block below is the same as the one in the currently selected slot |  |
| bool "result" | [turtle.compareTo](http://computercraft.info/wiki/index.php?title=Turtle.compareTo)( [slot] ) | Compare the current selected slot and the given slot to see if the items are the same, yields true if they are the same, and false if not. | 1.4 |
| bool "success" | [turtle.drop](http://computercraft.info/wiki/index.php?title=Turtle.drop)( [count] ) | Drops all items in the selected slot, or if [count] is specified, drops that many items. [>= 1.4 only:] If there is a inventory on the side (i.e in front of the turtle) it will try to place into the inventory, returning false if the inventory is full. |  |
| bool "success" | [turtle.dropUp](http://computercraft.info/wiki/index.php?title=Turtle.drop)( [count] ) | Drops all items in the selected slot, or if [count] is specified, drops that many items. [>= 1.4 only:] If there is a inventory on the side (i.e above the turtle) it will try to place into the inventory, returning false if the inventory is full. If below a furnace, will place item in the bottom slot. |  |
| bool "success" | [turtle.dropDown](http://computercraft.info/wiki/index.php?title=Turtle.drop)( [count] ) | Drops all items in the selected slot, or if [count] is specified, drops that many items. [>= 1.4 only:] If there is a inventory on the side (i.e below the turtle) it will try to place into the inventory, returning false if the inventory is full. If above a furnace, will place item in the top slot. |  |
| bool "success" | [turtle.suck](http://computercraft.info/wiki/index.php?title=Turtle.suck)() | Picks up an item stack of any number, from the ground or an inventory in front of the turtle. If the turtle can't pick up the item, the function yields false. | 1.4 |
| bool "success" | [turtle.suckUp](http://computercraft.info/wiki/index.php?title=Turtle.suckUp)() | Picks up an item stack of any number, from the ground or an inventory above the turtle. If the turtle can't pick up the item, the function yields false. | 1.4 |
| bool "success" | [turtle.suckDown](http://computercraft.info/wiki/index.php?title=Turtle.suckDown)() | Picks up an item stack of any number, from the ground or an inventory below the turtle. If the turtle can't pick up the item, the function yields false. | 1.4 |
| bool "success" | [turtle.refuel](http://computercraft.info/wiki/index.php?title=Turtle.refuel)([quantity]) | If the current selected slot contains a fuel item, it will consume it to give the turtle the ability to move. Added in 1.4 and is only needed in needfuel mode. If the current slot doesn't contain a fuel item, it yields false. Fuel values for different items can be found at [Turtle.refuel#Fuel\_Values](http://computercraft.info/wiki/index.php?title=Turtle.refuel" \l "Fuel_Values" \o "Turtle.refuel). If a quantity is specified, it will refuel only up to that many items, otherwise, it will consume all the items in the slot. | 1.4 |
| int "fuel" | [turtle.getFuelLevel](http://computercraft.info/wiki/index.php?title=Turtle.getFuelLevel)() | Returns the current fuel level of the turtle, this is the number of blocks the turtle can move. If turtleNeedFuel = 0 then it yields "unlimited". | 1.4 |
| bool "success" | [turtle.transferTo](http://computercraft.info/wiki/index.php?title=Turtle.transferTo)([slot], [quantity]) | Transfers items from the selected slot to the specified [slot] in the [quantity] inputted. | 1.45 |

Trivia: During the 1.4 beta, turtle.getFuelLevel() in softcore(that is now turtleneedsfuel = 0) returned 9000.