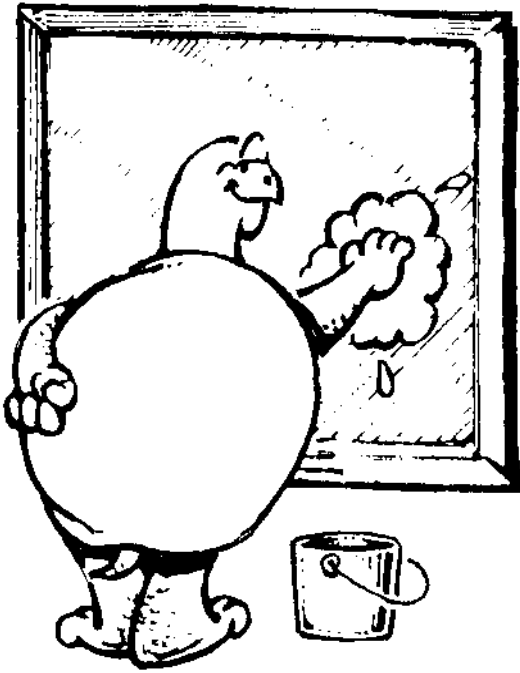


## Chapter 1. Getting Started



“Hey, Logy, whatcha doing?”

“What’s it look like I’m doing. I’m cleaning the windows so we can get started on our new adventure.”

“Can’t you leave the housekeeping until later. We’ve got Logo work to do!”

“I don’t like dirty windows!” replied Logy. “I don’t care if they are on the house or on the computer. If we’re going to discover new things to do with Logo, we’re going to have clean windows.”

“Did you know that Ernestine brought along her whole family, over 1,000 turtles. And you can now play music through your new sound card. You can even use Logo to make up your own Windows stuff for your friends to use. Just wait until you see the trouble you can get into!”

“Yeah, yeah, yeah” Morf said, bounding around excitedly. “What do we have to do? When can we get started. I’ve got lots of ideas I want to try out!”

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### Which Logo Are You Using

First things first!

This chapter is for those using MSW Logo, the Logo for Windows package on the CD that comes with this book. It tells you all about the MSW Logo windows and menus. You don’t need to know all about these to get started. Just remember that the information is here when you need it.

Those using UCB Logo can turn to the appendix for more on how to get started. If you're using or installing another Logo package, check out the books that came with your software.

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## Installing MSW Logo

The first thing you need to do is install Logo on your computer. Make sure that you select the correct MSW Logo kit from the CD that came with this book.

<b>msw32b52.exe</b>	This is the 32bit kit for Windows 95 and Windows NT.
<b>msw32s52.exe</b>	This is for those running Win32s in Windows 3.1x. Win32s is not included.
<b>msw16b52.exe</b>	The 16bit kit for those running Windows 3.1x or Windows 95 in 16-bit mode.
<b>msw16s52.exe</b>	This is for those running Windows 3.1 on IBM XT and other '286 computers.
<b>mswsrc52.exe</b>	The source kit.
<b>mswtut52.exe</b>	An on-line video tutorial for beginners 3.5 MB compressed.

1. Turn on your computer and get Windows started.
2. Double-click the **File Manager** in Windows 3.1 or **Windows Explorer** in Windows 95/98.

Double-click means to quickly press the left mouse button two times. But you already knew that, didn't you?

3. Double-click on the MSW Logo kit to be installed. Then follow the instructions on the screen.
- 

### MSW Logo Directories

When MSW Logo is installed, three directories are set up:

- **Mswlogo:** This is the main directory or folder. This is the where you will save your own procedures. You can also make a separate procedures directory if you want.
- **Examples:** This directory includes a number of subdirectories with different types of MSW Logo sample procedures. Be sure to read the README.TXT file. This provides a description of all the example procedures.

MSW Logo procedures are regular ASCII text files that you can read using a text editor or word processing software. If you change them at all, it's best to save them using another name.

- **Logolib:** This is a directory of special Logo primitives — that's the Logo word for commands — used by MSW Logo.

You may want to copy these directories from the CD onto your own hard drive.

- |                  |  |
|------------------|--|
| <b>\graphics</b> | This directory has all the graphics -- BMP or TIF -- files the book talks about. |
| <b>\procs</b>    | This directory contains the procedures from the book.                            |

What's in the other directories?

- |                  |   |
|------------------|---|
| <b>\projects</b> | This directory contains additional projects and activities you can try. They are listed by chapter. Check out the Appendix for a list of what's in each subdirectory. |
| <b>\logo</b>     | A list of Logo resources where you can find out all about Logo. There are also Logo demo files you can explore.   |

## Getting Started

To see a few of the things that MSW Logo can do, run the MSW Logo Demo.

1. Left-click on **Help** in the menu bar. (That means to press the left mouse key.)
  2. Select **Demo** to get a preview of MSW Logo.
- 

## Installing UCB Logo

UCB Logo is also provided on your CD. It was developed by Brian Harvey, a long-time Logo fan and developer, and some of his University of California graduate students. This is what George Mills used to develop MSW Logo.

UCB Logo is best suited to those more advanced users who are familiar with DOS and DOS file structures. It is more like “classic Logo” in that it does not include multiple turtles, music, or multimedia features.

Two UCB Logo packages are included on the CD:

<b>ucblogo_seax.hqx</b>	Compressed files for the Macintosh.
<b>blog.exe</b>	Compressed files for the PC.

**Blog.exe** includes three Logo programs:

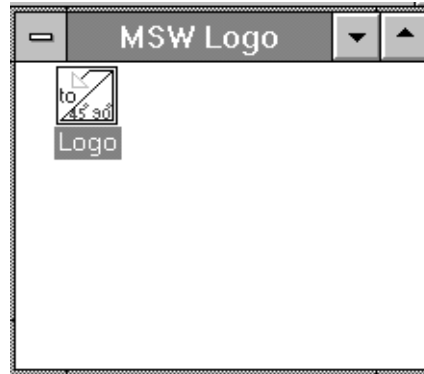
- **ucblogo.exe** runs in MS-DOS on 286-and-up PCs. It uses extended memory if you have it, so you can run large Logo programs.
- **bl.exe** runs on any MS-DOS PC, but is limited to 640K.
- **ucbwlogo.exe** runs on Windows 95 and Windows NT only.

Copy the UCB Logo file for your computer into an empty directory on your hard drive and then inflate it. To install UCB Logo, type **install**. Read the **Readme** and **UCBLogo.txt** files for more information on how to setup and run UCB Logo.

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## Opening Logo

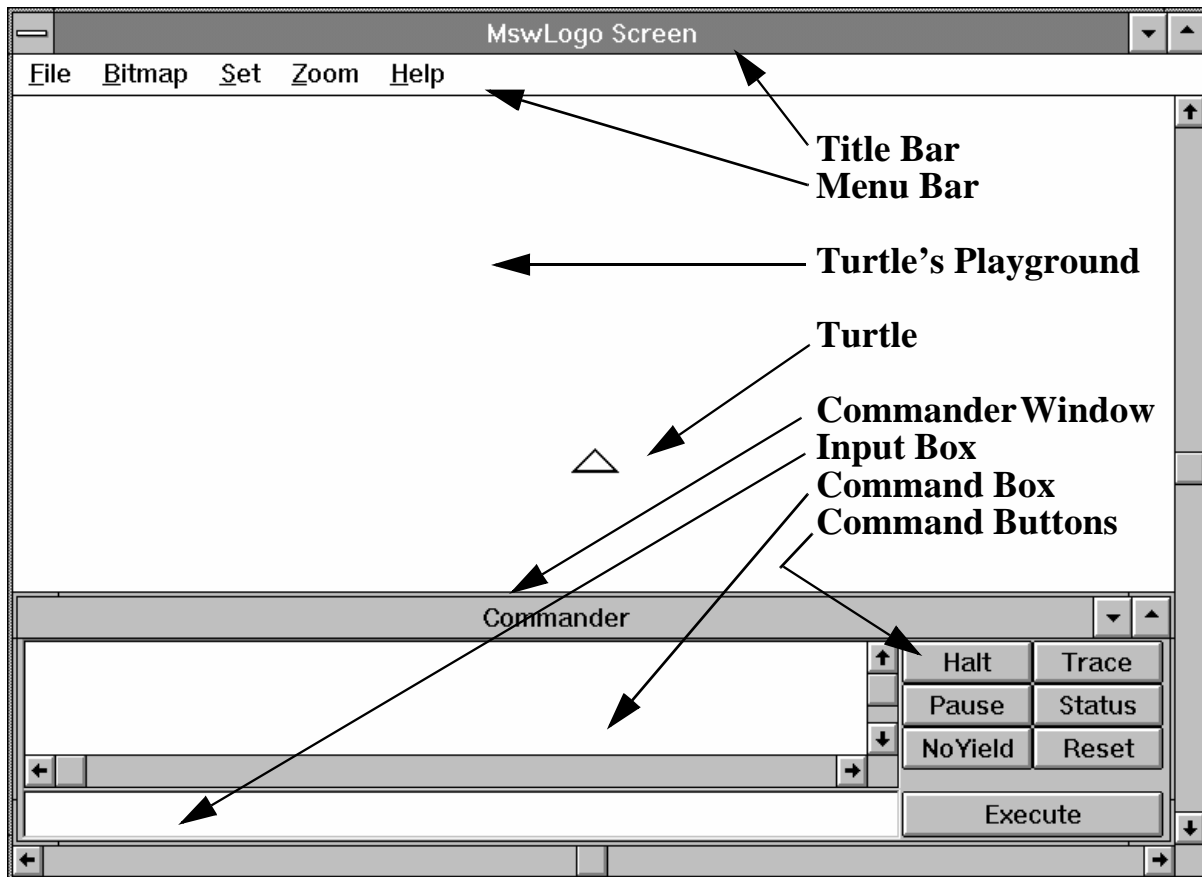
When you install MSW Logo, Windows puts it in its own program group or folder. Left-click on the program group or folder and there's the MSW Logo icon in its own little window.



Double-click on the Logo icon in that little window to open MSW Logo. The MSW Logo Screen appears.

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## Getting Started



### Parts of the Screen

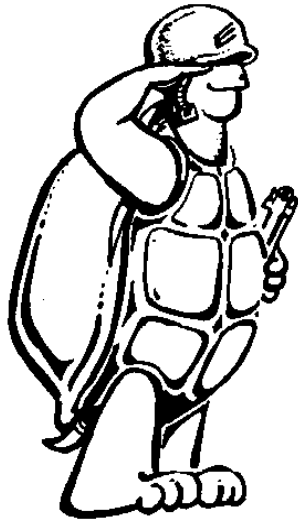
There's Ernestine sitting at right in the middle of her playground. Ernestine looks like a pointed arrow but she's really a turtle who does just about anything you ask her to do. If she doesn't understand, she'll tell you.

First, let's take a look at the rest of the MSW Logo screen.

It's like many Windows screens. The **Title Bar** is at the top. This tells you what window you're looking at.

The **Menu Bar** is right below the Title Bar. It holds the names of menus we'll describe a bit later.

Down below the playground is the **Commander** window. This is where the action is.



The big space in the Commander window is the **Command Box**. This box keeps a list of what's going on. If something goes wrong, you'll see a message here.

Below the Command window is the **Input Box**. This is where you type your instructions to the turtle.

Over on the right side, there are a bunch of buttons that can make things a little easier.

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### Commander Buttons

Morf loves buttons and things. So here's a list of the Commander buttons. We'll talk more about each of them later as we go along.

#### **Halt**

This stops the Logo action right away. It does the same thing that the HALT command does.

#### **Trace**

This turns the Trace command on. Left-click on it to turn the Untrace command on.

#### **Pause**

Logo stops the action temporarily and waits for the Continue command.

#### **Status**

The Status button brings up a Status window that tells you what's going on.

#### **Yield**

This tells Logo not to allow other programs to run while Logo is running.

### Reset

This button is like the Clearscreen command. It resets or clears the screen.

### Execute

This is like pressing the Enter key. It tells the turtle to run or execute your procedure.

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## Commander Window

The Commander window is separate from the MSW Logo window. That means you can move it around, make it smaller or larger, or you can change it into a little icon. We work with this window a lot. So if you want to practice moving it around or changing its size, go ahead.

1. Left-click in the **Title Bar** where you see the word, **Commander**.

*The title bar of the Commander window changes color.*

2. With the cursor in the Title Bar, press and hold the left mouse key down. Then drag the Commander window around the screen.

*The Commander window moves with the mouse.*

3. Move the Commander window back where it is supposed to be and release the mouse button.

*You're back where you started.*

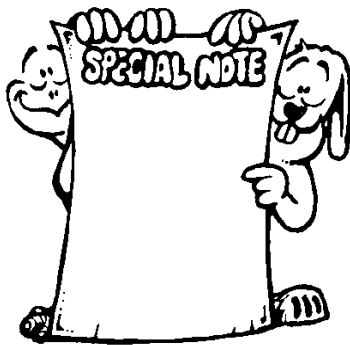
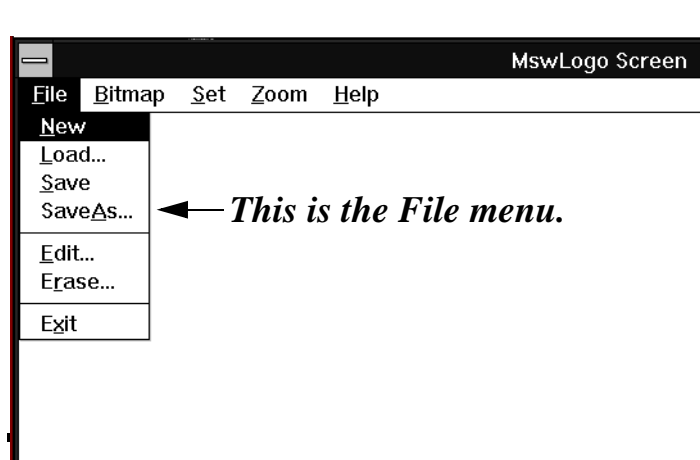
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## MSW Logo Menus

There are five menus in the Menu Bar. You know what a Menu is, don't you? You left-click on the word and up pops a list of choices. MSW Logo menus give you lists of commands you can execute. We describe the commands throughout this



book. We also tell you to look back here to read about the menu commands.



**SPECIAL NOTE:** When we want you to pay special attention to something, we use this Special Note box. Right now, we have a special note about this book that we want you to read before we get started.

When reading about menus and what you can do with them, you may see things like **File/Edit** or **Edit/Copy**. This is just

of saying open the File menu and left-click on Edit, or open the Edit menu and left-click on Copy.

Sometimes you may see instructions like **File/Edit/All**. You got it. That means open the **File** menu, select **Edit**, and then left-click on **All** in the box that appears.

## File

This menu shows you a list of things you can do with your procedures. There are also commands that do the same thing. You'll read about these as they come up later one.

### Load...

Left-click on **Load** to display the **Open** dialog box in which you can select the procedure to load, just like you do with any other windows program.

### Save

This saves any procedures that you may have loaded along with any new procedures you wrote and any procedures you changed. If you are saving new procedures, the **Save As** dialog box is displayed. Give the procedure a name in the **File Name:** box. Left-click on **OK** to save it.

### Save As...

The **Save As** dialog box is displayed. This gives you the chance to save any procedures that you have in memory under a new name. Type a name for your procedure in the **File Name:** box. Left-click on **OK** to save it.

### Edit

The **Edit Procedure** dialog box is displayed showing any procedures currently in memory. Either type the name of the procedure you want to edit in the box above the list of procedures or left-click on the procedure name. The name you select is then displayed in the box. Left-click on **OK** to display the procedure in an Editor window.

Left-click on **All** to display all the procedures in memory. You already know what **Cancel** means, right? If not, try it out and see.

### Erase

Erase acts a lot like Edit except that the **Erase Procedure** dialog box is displayed showing any procedures currently in memory. Either type the name of the procedure you want to erase in the box above the list of procedures or left-click on the procedure name. The name you select is then displayed in the box. Left-click on **OK** to erase the procedure. Left-click on **All** to erase all the procedures in memory.

### Exit

Left-click on **Exit** to leave MSW Logo.

---

## Bitmap

Bitmap is a computer term that describes the pictures you create. This menu includes commands for loading, saving, and

printing the pictures that you create. There is a wide variety of Bitmap commands that you'll learn about as you move through this book. Here's what the menu commands do.

### **New**

Left-click on **New** to erase the picture that is displayed on the screen. The turtle remains where it stopped.

### **Load**

Left-click on **Load** on the Bitmap menu. The **Open** dialog box is displayed with a list of bitmaps you can load. These are graphic files with the **\*.bmp** extension.

### **Save**

Left-click on **Save** to save the current screen as a picture file. The entire screen is saved making this a very big file. To reduce the size of the file, reduce the **Active Area** as described below.

### **Save As...**

The **Save As** dialog box is displayed. This gives you the chance to save a picture under a new name. Type a name for your picture in the File Name: box. Left-click on **OK** to save it.

### **Print**

Left-click on **Print** to send the current screen to your printer. This works like the regular Windows command. A dialog box is displayed that lets you change your printer setup if you want.

### **Print Setup**

This is just like the regular Windows Print Setup option. You can change printers, paper size, and all sorts of other things here.

### **Set**

Using the Set menu, you can change the type of letters and numbers that Logo uses by setting the "font" in this menu. You can also set colors. There's a lot more on fonts and colors in the *Color, Music, and Pizzazz* chapter.

### **Pensize**

Left-click on Pensize to change the size of the turtle's pen. You can select one of the pictures of different line thicknesses or use the slide to get just the line thickness you want.

### **Font**

You can change the font that is used with the **Label** command to display text on the graphics screen. This does nothing for how text is displayed in the Editor and Commander windows.

Left-click on **Font** to display a list of all the fonts you have installed. You know what a **font** is, don't you? It's a set of letters, numbers, and punctuation marks in one size and style. The Font dialog box gives you the choice of font sizes and styles from which to select.

### **PenColor**

### **FloodColor**

### **ScreenColor**

These three options each display the same basic window from which you can select the color of the turtles pen, the color the turtle uses to "flood" or fill closed shapes, and the color for the screen background.

## **Zoom**

You can Zoom in on your pictures to make them fill more of the screen. Or you can Zoom out so that you can see more of the screen's active area.

### **In**

Go ahead. Left-click on the **Zoom** menu and then on **In**. What happens? Left-click on **In** again. And again. See what happens?

### **Normal**

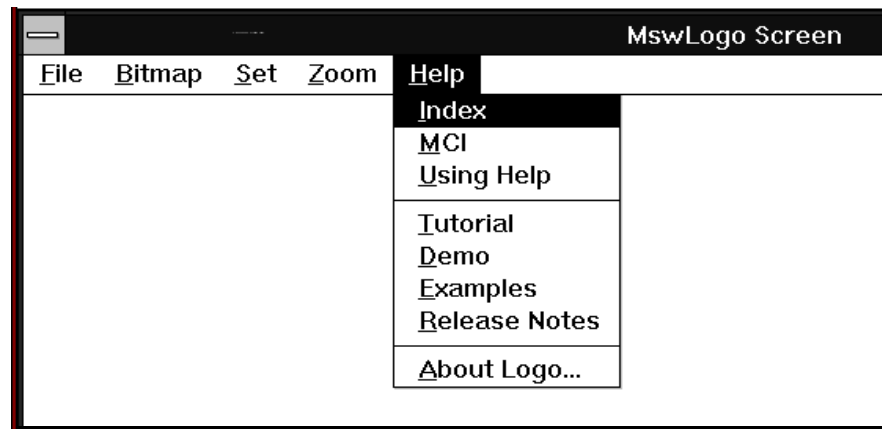
Now left click on **Normal** to get things back to the way they should be. Then try doing the same thing only zoom out.

### **Out**

Zooming out is very handy if your screen does not display all of the pictures from the procedures on the CD. Just zoom out to see the whole thing.

## Help

If you have questions about how to do something in MSW Logo, you can left-click on Help.



The Help Menu gives you some choices:

### Index

Left-click on Index to see a list of the chapters in the MSW Logo On-line Help.

### MCI

That stands for Media Control Interface. This is a group of special commands for controlling sound, video, and other multimedia devices. There are some good examples of these commands included in the Examples directory. We talk about them later in this book.

### Using Help

This is a neat section. It will help you if you need help using Help.

Does that make sense?

### Tutorial

There is a video tutorial on the CD that comes with this book. Other than that, this book will have to do.

### Demo

## Getting Started

Select Demo to see a neat demonstration of some of the things that MSW Logo can do.

### Examples

Examples displays the Readme file in the MSW Logo Examples directory. You can discover lots of other things you can do with MSW Logo.

### Release Notes

This tells you all about the things that MSW Logo has to offer. It's the same as the MSWLOGO.TXT file in your MSW Logo directory.

### About Logo

This tells you who developed MSW Logo. It also provides e-mail addresses where you can contact the developers.

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## Ready to Start

Ready to get started? Fine, it's time to...

