

To make a turtle move

1. If you have already put an “animation command in the backpack
 - a. View by looking in the backpack, **Rules**, tab under **OnClick**
 - b. You can start the turtle either with a mouseclick or using the *clickon* command
 - c. For example
 - i. To start one turtle: *t1, clickon*
 - ii. To start a set of turtles: *talkto [t1 t2] clickon*
 - iii. To start all turtles: *everyone [clickon]*
 2. *stopall* will stop all the turtles and procedures
 - a. Use *clickoff* within a procedure to stop an individual turtle
- These commands could be used in buttons