Some Useful Settings for Turtle

These tables show some of the values for various methods used in the Python turtle package.

1 Speed
The methods that require a speed with which to move the mouse (like `speed()`) take an integer argument. The integer is between 0 and 10, with 0 meaning no motion and 10 meaning the fastest motion. So if you have the speed set to 0, the turtle will jump around as you move it; there will be no animation.

2 Color
The methods that require a color use a color specification string. The more common ones are:

- black
- cyan
- green
- pink
- violet
- blue
- gold
- magenta
- purple
- white
- brown
- gray
- orange
- red
- yellow

A full list can be found at [http://www.tcl.tk/man/tcl8.5/TkCmd/colors.htm](http://www.tcl.tk/man/tcl8.5/TkCmd/colors.htm). You can also specify colors as mixtures or red, green, and blue as `#rrggbb`, where `rr`, `gg`, and `bb` are two hexadecimal digits each indicating the intensity of the color (with “00” meaning the color isn’t present and “FF” meaning it is as intense as possible).

3 Shapes
The methods that require a shape for the cursor (like `shape()`) know the following shapes: “arrow”, “turtle”, “circle”, “square”, “triangle”, and “classic”.