Subject: OT: Logo Clone

Posted by Dan on Wed, 15 Nov 2006 00:21:53 GMT

View Forum Message <> Reply to Message

I'm not sure how many of you remember a program called Logo, which let you send commands to a "turtle" to draw lines and shapes on the screen. I used it in my primary school/high school days and I thought I would make my own clone. I used Direct3D 9 with C++ and a month and a bit to produce my own version that (to the best of my memory) is the same as what I used when I was a lad.

Now that I've completed it feature-wise and eliminated all the bugs that I found through my own testing, I thought that I would release it for everyone else to have a screw around with (and uncover bugs). Post any bugs, suggestions, criticisms or other feedback that you may have here.

Let me know what you think!

File attached.

File Attachments

1) Logo.rar, downloaded 172 times

Subject: Re: OT: Logo Clone

Posted by bandie63 on Wed, 15 Nov 2006 01:27:21 GMT

View Forum Message <> Reply to Message

That's awesome.

Subject: Re: OT: Logo Clone

Posted by inz on Wed, 15 Nov 2006 01:29:12 GMT

View Forum Message <> Reply to Message

we use it in school, if you do the right commands and loops, you can make flowers.

Subject: Re: OT: Logo Clone

Posted by Viking on Wed, 15 Nov 2006 02:23:49 GMT

View Forum Message <> Reply to Message

Every time I open it it says it generated a error and will be closed by windows!

Subject: Re: OT: Logo Clone

Posted by z310 on Wed, 15 Nov 2006 02:25:38 GMT

View Forum Message <> Reply to Message

Viking wrote on Tue, 14 November 2006 21:23 Every time I open it it says it generated a error and will be closed by windows!

Subject: Re: OT: Logo Clone

Posted by Ryu on Wed, 15 Nov 2006 02:52:14 GMT

View Forum Message <> Reply to Message

I remember this from years ago, Kick ass.

/me Has some kiddy fun with it.

Subject: Re: OT: Logo Clone

Posted by Dan on Wed, 15 Nov 2006 08:38:44 GMT

View Forum Message <> Reply to Message

Viking wrote on Tue, 14 November 2006 21:23 Every time I open it it says it generated a error and will be closed by windows!

What exactly does it say? Does it come up with something like "Creation Error in Function:..." or does it come up with the Microsoft "Send Error" report? Have you extracted d3dx9_30.dll into the same directory as the executable?

[EDIT] Oh, and what Operating System do you use?

Subject: Re: OT: Logo Clone

Posted by Try_lee on Wed, 15 Nov 2006 13:06:23 GMT

View Forum Message <> Reply to Message

I get the error too, and it wants me to send a report to microsoft. Running XP Pro with SP2, and I did extract it all to the same folder.

Subject: Re: OT: Logo Clone

Posted by Dan on Wed, 15 Nov 2006 14:55:55 GMT

View Forum Message <> Reply to Message

Thanks to help from Try Lee I have found and fixed the problem with the crashing. The problem was that I compiled the application using the SSE2 instruction set, which isn't supported in older CPUs. I have recompiled the application without using SSE2 and it should now work properly.

Fixed file attached, and I would appreciate it if a moderator could alter my post to change the attachment in the first post (I can't seem to edit it).

File Attachments

1) Logo.rar, downloaded 131 times

Subject: Re: OT: Logo Clone

Posted by Try_lee on Wed, 15 Nov 2006 15:26:48 GMT

View Forum Message <> Reply to Message

I am the ultimate bug fixer helper!

It makes the prettyness now.

Subject: Re: OT: Logo Clone

Posted by Viking on Wed, 15 Nov 2006 20:09:42 GMT

View Forum Message <> Reply to Message

COOL!

How did you do that.

I think I am to young to have used this...