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Subject: Re: [Proposal] The maintainer and the future of TURTLE package

Posted by [Oblivion](#) on Fri, 28 Aug 2020 12:59:05 GMT

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Hello Mirek,

Thank you for your help and patience.

Before I finalize the Turtle port, I need a clarification on one point:

The original Turtle package uses "all-static" approach.

1) Is it OK to keep the VirtualGui-based Turtle all-static too (It works well...), or should I remove the static stuff and make them instance members?

2) Accordingly, can I instantiate more than one VirtualGui/TurtleGui in the same process. Does U++ properly support this?

if so, this might prove useful for later iterations of the Turtle package.

Best regards,  
Oblivion

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