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

Posted by [mirek](#) on Fri, 28 Aug 2020 13:41:49 GMT

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Oblivion wrote on Fri, 28 August 2020 14:59Hello 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

Well, it is still using CtrlCore and CtrlCore has a lot of global variables, so it does not really make sense to bother making Turtle support more than single session per process....
