

## To give the same command to multiple turtles

If you have several turtles and want them to do different things, you have to address them individually. When you talk to someone, you might say, "George, do this." Notice the comma after the name George. In MicroWorlds EX you also use a comma after a turtle's name when you address it. Hatch two turtles and try the following commands in the Command Center:

`t1`, Talk to the turtle named `t1`. Don't forget the comma.

`setheading 45` Sets `t1`'s heading.

`t2`, Talk to the turtle `t2`.

`fd 100` `T2` moves forward.

When you have many turtles on a page, there is always one that is listening to your commands. That turtle is the most recent of the following:

- The last turtle created., unless you then click on a turtle. Then it's
- The last turtle clicked on, unless you then talk to a turtle. Then it's
- The last turtle that you've addressed using its name followed by a comma or with the `talkto` command or the last turtle addressed with the `listen` command.

You can also talk to many turtles at once:

```
talkto [t1 t2]
bk 50
```

Related Primitives: `ask`, `everyone`, `listen`, `talkto`, `who`

Use `everyone` if you want to talk to all turtles on the page.

<b>everyone</b>	Makes all the turtles on the current page run the instruction, one after the other.	Given that there are a few turtles on the page:  <code>everyone [glide -80 2]</code>
<b>instruction-list</b>	See <code>ask</code> and <code>talkto</code> .	
<b>talkto (tto)</b> <b>turtle-name</b> <b>talkto (tto)</b> <b>text-box-name</b> <b>talkto (tto)</b> <b>list-of-names</b>	Makes the turtle(s) or text box current. This command has the same effect as typing the name of a turtle or text box followed by a comma. This is the only way of making many turtles do the same thing at the same time.  See <code>ask</code> , and Processes and Who in the section More Techniques.	Given that there are three turtles on the page:  <code>tto [t1 t2 t3]</code> <code>repeat 7 [fd 10 wait</code>

