

## How to Edit Breeds

Breeds in StarLogo TNG are categories of agents that share the same shape and can be commanded from the same set of blocks. Each breed created is unique from the other and require their own set of blocks. This tutorial will show you how to create and manage your own breeds.

### Open the Breed Editor

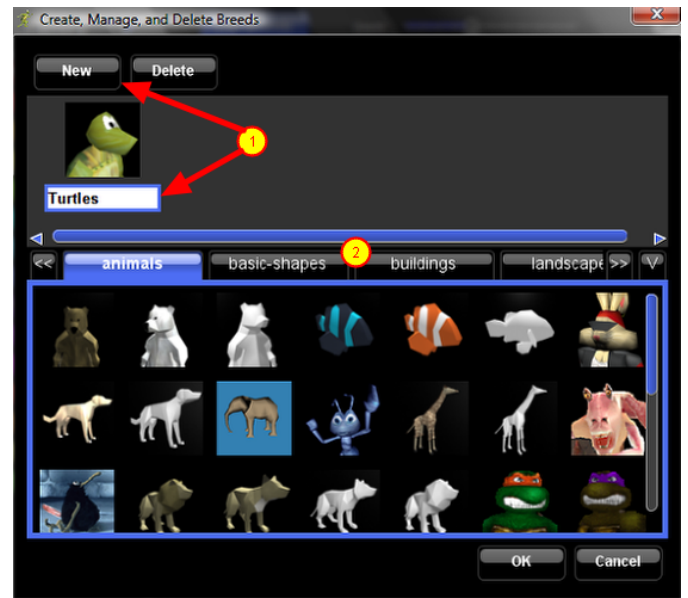
In the StarLogo Blocks window, find the "Edit Breeds" button next to the Factory tab and click on it. Once you have clicked on "Edit Breeds", a new window will open up. This is the Breed Editor.



### Creating a New Breed

The Breed Editor allows you to create, change, or delete any breed within StarLogo.

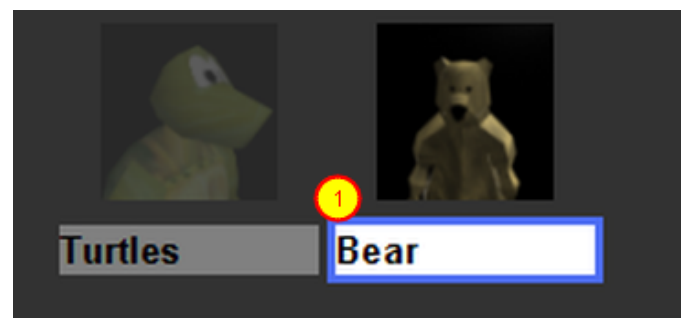
1. Click "New" to create a new breed. Whenever you click "New", the Turtles breed is created by default. An image of the breed always appears with a text-box below, allowing you to change the name of the breed.
2. Within the Breed Editor, there are several different breed categories to choose from. Each category can be seen under a different tab and has its own unique shapes. We will stay on the animals page and choose the brown bear.



### Creating a New Breed: Naming

1. As you can see, once the bear has been chosen, the default image of the turtle is changed to a bear. We can now change the name of the shape by clicking on the blue text box. Type in "Bear".
2. Click "OK".

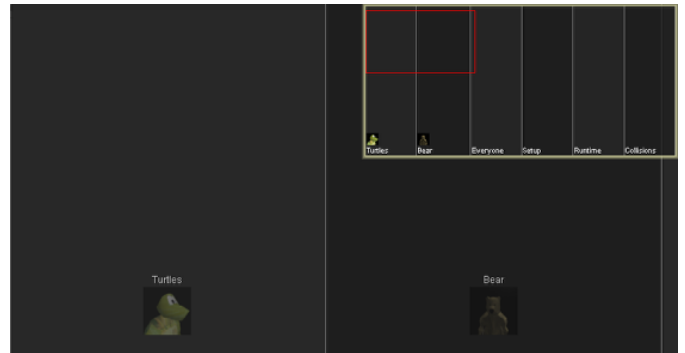
Now you are done using the Breed Editor!



## New Page Added to Canvas

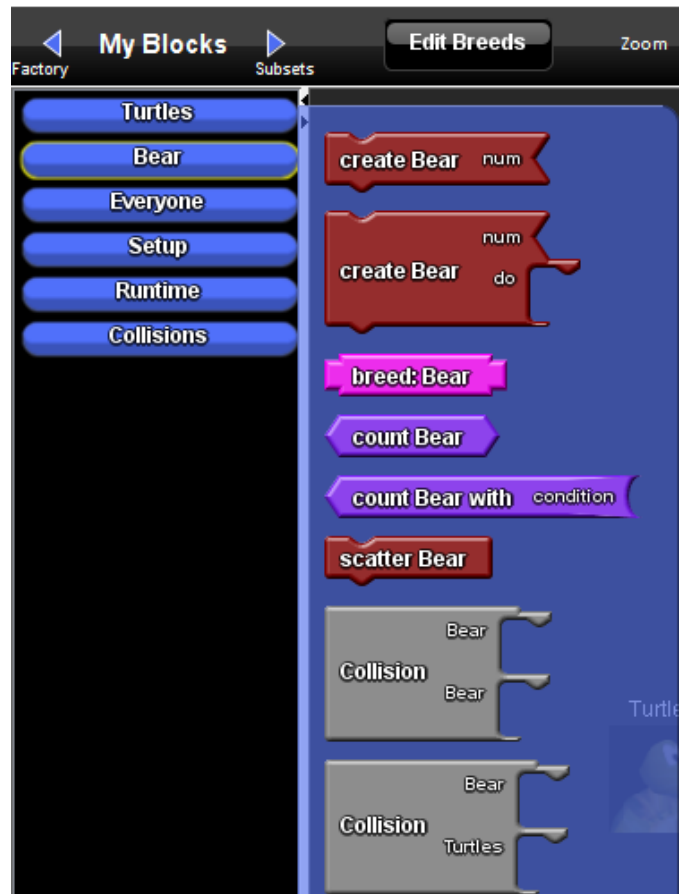
Once a breed is created, you can easily see that changes are made to the rest of Spaceland.

The most noticeable is the creation of a new page on the canvas. Now you can add blocks to the Bear's page to directly command agents of that breed. The new page can also be seen in the minimap.



## New Drawer Created

Another change to Spaceland is the creation of a new drawer in the My Blocks palette. This drawer contains breed-specific blocks that only affect/control the Bear breed. All new breeds created come with a new drawer containing their own blocks. As you can see all breeds come with their own create blocks, collision blocks, scatter block, count blocks, and breed blocks (reports the string of a given breed).



## Altering or Deleting an Existing Breed

At any point you can alter or delete an already existing breed. Simply return to the Breed Editor and click on an already existing breed. To change the shape, select any of the shapes in the categories. Once you click on the picture, the shape of your breed will immediately change. To change the name, follow the same procedure from before and just click on the blue text box and type in a new name.

To delete an existing breed, click on the picture and then click "Delete" at the top of the Breed Editor next to "New." Once a breed is deleted, it's page on the canvas, drawer in the My Blocks palette, and all associated blocks will be removed from the workspace.

