Lynx Colours Chart

Lynx turtles can be any colour. Colours in Lynx are numbered like this:

0	10	20	30	40	50	60	70	80	90	100	110	120	130
1	11	21	31	41	51	61	71	81	91	101	111	121	131
2	12	22	32	42	52	62	72	82	92	102	112	122	132
3	13	23	33	43	53	63	73	83	93	103	113	123	133
4	14	24	34	44	54	64	74	84	94	104	114	124	134
5	15	25	35	45	55	65	75	85	95	105	115	125	135
6	16	26	36	46	56	66	76	86	96	106	116	126	136
7	17	27	37	47	57	67	77	87	97	107	117	127	137
8	18	28	38	48	58	68	78	88	98	108	118	128	138
9	19	29	39	49	59	69	79	89	99	109	119	129	139

To set a turtle or background to a particular colour, execute `setc` or `setbg` command, followed by the chosen colour number:
`setc 127`

Colour numbers go in tens. Each ten is for the shades of a particular colour. For example, shades of yellow are from 40 to 49 and shades of orange — from 20 to 29. The smaller the number in a ten, the lighter the shade, the bigger the number -- the darker the shade.

BLACK 9
WHITE 0
GREY 5
RED 15
ORANGE 25
BROWN 35
YELLOW 45
GREEN 55
LIME 65
TURQUOISE 75
CYAN 85
SKY 95
BLUE 105
VIOLET 115
MAGENTA 125
PINK 135

16 colours are considered "basic". They have not only numbers, but also names. These colours and their names are shown at the left. For these colours you can type
`setc colour_name` in the Command Center instead of just
`setc colour_number`

For example:
`setc 'violet'` and
`setc 115`
do the same.

```
setcolour 'black'
show colour
9
```

If you want your turtle be one shade darker than the VIOLET colour that you see at the left, you need to run
`setc 116`. No name is available for that shade.

When to use names and when — numbers? Names only exist for 16 basic shades. Using names makes you code more "human". But when you do calculations, use numbers, like this:
`repeat 140 [setc colour + 1 stamp fd 10]`