

--: {roam: []: (😊) <- **Command Line Library for Turtle Movement** -> muse/docs/lib/roam.md

--😊 roam: *Server (turtle) side support for come and tail, chained motion commands, motion to or tracing.* -> roam

--: roam.come(:xyz:) -> *Server side: move turtle (close to) player's GPS xyz from remote.come.* -> ":" &`

--: roam.tail(:xyz:) -> *Server side: move turtle (close to) player's GPS xyz (from remote.tail)* -> ":" &:

--: to place | x y z face? -> *To named place or position and face. Retry for different first direction.*

--: trace trailname -> *Move turtle along traced situations in named trail from one end of trail to the other.*

--: # Movements are r[ight], l[eft], f[orward], b[ack], u[p], d[own], n[orth], e[ast], s[outh], w[est].

--: go (first letter of) directions followed by optional counts, e.g. *r 10 u east 3 u 4 d n.* -> *Chained movement.*

--: roam.op(arguments: "[:]") -> *Move turtle:* -> ":" &: