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--:! { turtle: []: (😊, commands: []: (😊 } <- Mock Functions Library (for out-of-game test) ->
muse/docs//lib/mock.md
--(: mock: Libraries to provide a limited simulation of turtle and command computer in-game operations. -> mock
--:+ turtle: Generally just returns success but allows for simulated blocking, fuel consumption, refueling.
--:+ commands: Mock returns from command computer and report success.

--:# Mock turtle has coal, torches, fences, dirt, ladders, wheat seeds, reeds, sand, and saplings.
--:+ As well as barrels, granite, potatoes, carrots, beetroot seeds, and kelp.
--:+ And advanced computers, ender modems, disk drives and floppies in its slots.

--:# Inspection shows dirt for down direction, otherwise nothing.

--:# turtle.block(blocked: ^:) -> Sets blocked status to blocked for debug -> blocked: ^:
--:# Turns just report success, other motions decrement the simulated fuel and report success unless blocked.
--:+ Only forward motion can be blocked in simulation.

--:# Primitive turtle operations are mocked: attack, dig, place, detect, compare, drop, and suck.

--:# A few command computer operations are mocked: getBlockPosition, getBlockInfo, and exec.
--:# commands.getBlockPosition(x: #:, y: #:, z: #) -> Mock position. -> x: #:, y: #:, z: #
--:# commands.getBlockInfo(_:_:, _:_:, _:_:, resultTable: {:}) -> Mock info. -> resultTable: {:}
--:# commands.exec(_:_:, result: any) -> Mock exec command. -> result: any
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