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

--:neutral_face: 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:* -> `":" &:`