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--: {move: [], (😊, step: []: (😊: (😊) } <- Move and Step Function Libraries ->
muse/docs/lib/motion.md
--😊 motion: Libraries to move turtles and move turtles by steps allowing operations at each step. ->
motion, move, step
--:+ move: Position setting, tracking, and reporting by dead reckoning checked by fuel
consumption.
--:+ step: Iterators (closures) for moving block by block, potentially doing operations at each
block.

--:# Provide fuel level check to validate a dead reckoning move, can track movement for retracing
move as a trail.
--:+ Report error conditions "blocked", "lost" (for apparent but invalid movement), "empty" (for
no fuel).
--:+ Throw some errors as tables rather than strings to allow for attempted recovery operations.

--:# State variables for turtle motion: (maintained across programs within session, not persistent
beyond that).

--:> situation: Dead reckoning -> {position:position, facing:facing, fuel:
situation.fuel, level: situation.level}

--:> situation.fuel: Simulated fuel level checked against reported fuel to validate dead reckoning -> #:

--:> situation.level: For tracking -> "same"|"rise"|"fall"

--:> position: Computercraft co-ordinates (+x east, +y up, +z south) -> {x: #:, y: #:, z: #:}

--:> facing: For movement in four NESW cardinal directions -> "north"|"east"|"south"|"west"

--:> situations: Tracking history -> situation[]

--:## Some Utilities: position reporting and setting:

--: move.get(:situation:?) -> Default current situation. -> x: #:, y: #:, z: #:, facing: ":",
fuel: #:, level: ":"

--: move.track(enable: ^:) -> Set tracking condition -> enable: ^:

--: move.set(x: #:, y: #:, z: #:, f: facing?, fuel: #:??, level: ":"???) -> Set position, optionally rest of
situation. -> nil

--: move.situations(:situations:) -> Set _G.Muse.situations to situations. -> situations

--: move.clone() -> Clone current situation -> situation

--: move.clones() -> Deep copy _G.Muse.situations. -> situations

--: move.at(:situation:?) -> (Current) situation xyzf. -> xyzf

--: move.ats(:situation:?) -> (Current) situation position and facing string ("" in game if not turtle). -
> xyzf: ":"
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--:: move.where(tx: #:?, ty: #:?, tz: #:?, tf: ":") -> *Returns GPS results if available.* -> x: #:, y: #:, z: #:, facing: ":", ^: ok

--:+ *If no GPS, returns the optional (testing) parameters or, if not supplied, current dead reckoning position in situation.*

--:> recovery: *For some errors* -> {call: ":", failure: ":", cause: ":", remaining: #:, :xyzf:, :direction:, operation: ":"}

--:# **Forward! Up! Down! move, step ... again (raising errors, providing for recovery)**

--:# **Tracking Movement: completing movement**

--:# **Exposed APIs for move functions: turn left|right or face cardinal if needed, then repeat count forward**

--:: move.moves(count: #:?) -> *Count 0: just turn, 1: default* -> "done", remaining: #:, xyzf, direction &!recovery

--:: move.left(count: #:?) -> *Count 0: just turn, 1: default* -> "done", remaining: #:, xyzf, direction &!recovery

--:: move.right(count: #:?) -> *Count 0: just turn, 1: default* -> "done", remaining: #:, xyzf, direction &!recovery

--:: move.north(count: #:?) -> *Count 0: just turn, 1: default* -> "done", remaining: #:, xyzf, direction &!recovery

--:: move.east(count: #:?) -> *Count 0: just turn, 1: default* -> "done", remaining: #:, xyzf, direction &!recovery

--:: move.south(count: #:?) -> *Count 0: just turn, 1: default* -> "done", remaining: #:, xyzf, direction &!recovery

--:: move.west(count: #:?) -> *Count 0: just turn, 1: default* -> "done", remaining: #:, xyzf, direction &!recovery

--:: move.up(count: #:?) -> *Count 0: just turn, 1: default* -> "done", remaining: #:, xyzf, direction &!recovery

--:: move.down(count: #:?) -> *Count 0: just turn, 1: default* -> "done", remaining: #:, xyzf, direction &!recovery

--:: move.forward(count: #:?) -> *Count 0: just turn, 1: default* -> "done", remaining: #:, xyzf, direction &!recovery

--:: move.back(count: #:?) -> *Count 0: just turn, 1: default* -> "done", remaining: #:, xyzf, direction &!recovery

--:# **Exposed APIs for step functions: turn or face direction if needed then step count forward in that direction**

--:: step.steps(count: #?) -> *Iterator (default 1 step)* -> (): "done", remaining: #:, xyzf, direction &!recovery

--:> stepping: *Iterator (default 1 step)* -> (): "done", remaining: #:, xyzf, direction &!recovery

--:: step.left(count: #?) -> *Iterator (default 1 step)* -> (): "done", remaining: #:, xyzf, direction &!recovery

--:: step.right(count: #?) -> *Iterator (default 1 step)* -> (): "done", remaining: #:, xyzf, direction &!recovery

--:: step.north(count: #?) -> *Iterator (default 1 step)* -> (): "done", remaining: #:, xyzf, direction &!recovery

--:: step.east(count: #?) -> *Iterator (default 1 step)* -> (): "done", remaining: #:, xyzf, direction &!recovery

--:: step.south(count: #?) -> *Iterator (default 1 step)* -> (): "done", remaining: #:, xyzf, direction &!recovery

--:: step.left(count: #?) -> *Iterator (default 1 step)* -> (): "done", remaining: #:, xyzf, direction &!recovery

--:: step.up(count: #?) -> *Iterator (default 1 step)* -> (): "done", remaining: #:, xyzf, direction &!recovery

--:: step.down(count: #?) -> *Iterator (default 1 step)* -> (): "done", remaining: #:, xyzf, direction &!recovery

--:: step.forward(count: #?) -> *Iterator (default 1 step)* -> (): "done", remaining: #:, xyzf, direction &!recovery

--:: step.back(count: #?) -> *Iterator (default 1 step)* -> (): "done", remaining: #:, xyzf, direction &!recovery

--:# **Move or Step to target xyzf position**

--:: move.to(xyzf: xyzf, first: "?:") -> *Current situation to x, z, y, and optionally face.* -> "done", #:, xyzf &!recovery

--:+ *Optional argument **first** is "x", "y", or "z" to select first move in that direction to deal with blockages.*

--:: step.to(:xyzf:, situation:situation?) -> *Step to position from (current) situation.* -> (:): nil &!recovery

--:+ *Iterate first in x direction to completion, then z, and finally y. Once complete, each iterator is exhausted.*

--:+ *Finally turn to face if supplied. Returned iterator returns **nil** when iterators for all directions are exhausted.*