

--!: {place: []: (:smiley:, moves: []: (:smiley:, steps: []: (:smiley:} <- **Places Functions Library** -> muse/docs/lib/places.md

--:neutral\_face: places: *Naming places at MUSE coordinates, moving there, stepping there for operations.* -> places, place, moves, steps

--:+ place: **Name places (points, trails, ranges); serialize and load serializations for disk and network operations.**

--:+ moves: **Move turtles to named places or along named trails.**

--:+ steps: **Iterator to move block by block to named places or along named trails.**

--:# **Type definitions that will be serialized for network transport and disk storage**

--:> place: *A point, trail, or range* -> {name: ":" , label: ":" , :situations: , :features:}

--:> features: *Dictionary of string key, any value pairs* -> [key: ":" ]: any

--:# **Utilities for places (points, trails, and ranges)**

--:: place.reset() -> *Resets places to the empty table.* -> nil

--:: place.count() -> *Returns number of places.* -> #:

--:: place.site(value: ":"?) -> *Set or return local site (isolates global).* -> ":"

--:: place.qualify(name: ":blush:" -> *Return already sited name, otherwise prepend site to name* -> sitedName: ":" )

--:: place.distance(a: xyzf, b: xyzf) -> *Manhattan: abs(delta x) + abs(delta y) + abs(delta z).* -> distance: #:

--:: place.match(name: ":blush:" -> *Lookup place qualified by site, return nil if not found.* -> index: #:?, place?)

--:: place.xyzf(name: ":"?, number: #:?) -> *Looks up name [defaults to current situation].* -> xyzf?, index: #:?

--:: place.name(name: ":" , label: ":" , supplied: situation?, :features:??) -> *Make or update place.* -> ":" , #:

--:+ *Include current situation or optionally supplied situation in places. Optionally update features with key = value.*

--:+ *Return index of situation in global places and the serialized situation including its features.*

--:: place.add(name: ":" , :situation:) -> *Add situation to situations of an existing place.* -> serialized: ":" , index: #:

--:: place.erase(name: ":blush:" -> *Removes named place from array of places.* -> #: , index: #:)

--:+ *Return new length of places table and the (previous) index of the removed place.*

--:# **Answering "where?"**

--:: place.near(span: #?:, reference?: ":"|position) -> \_\_ -> ()**: name: ":"**, **: label: ":"**, xyz,  
**: distance: #:**, situations, serial: ":"

--:+ If both span and name (or a position) are specified, return places within a span of blocks of the named place (or position).

--:+ If only the span is specified, return places within a span of blocks of the current situation or player position.

--:+ If neither is specified return each of the named places. In any case, iterator returns include serialized places.

--:: place.nearby(:xyzf?:, :cardinals:) -> Sorted -> `:[distance: #:, name: ":"], label: ":"], cardinal: ":"], :xyzf:]

--:> cardinals: Function to get one of the eight cardinal points of the compass -> (dx: #:, dz: #:smiley:: cardinal: ":"

--:+ Nearest places to specified xyzf coordinates or current position (as default).

--:+ Returned table is sorted by distances and includes the name, label, and xyzf position of each place.

--:+ If a **cardinals** function is supplied, the eight point cardinal direction is also included.

### --:# Support for trails (names and labels for sequences of situations)

--:: place.fix(:xyzf:, track: ^?:) -> Sets situation position, can start tracking for trail. -> **xyzf**

--:: place.trail(headName: ":"), tailName: ":"], label: ":"blush: -> Makes two places. -> **headSerial: ":"**, **tailSerial: ":"**

--:+ Trail places share a label and represent trails from head to tail and tail to head; head set by **place.fix**.

--:: place.track(name: ":"blush: -> Returns trail -> **name: ":"?**, **label: ":"?**, situations?)

### --:# Moving and stepping for known places: to points or along trails

--:: moves.along(name: ":"blush: -> Move from first to second situation of place. -> **code: ":"**, **remaining: #:**, xyzf: ":" &! recovery

--:+ If the named place is the head of a trail, go from there to its tail. If it's a tail of a trail, go to its head.

--:: steps.along(name: ":"blush: -> Iterator: first to next situation of place. -> ()**: code: ":"**, **remaining: #:**, xyzf: ":" &! recovery

--:+ If the named place is the head of a trail, step from there to its tail. If it's a tail of a trail, step to its head.

--:: moves.to(target: ":"), first: ":"blush: -> Move to target, first along direction. -> **code: ":"**, **remaining: #:**, xyzf: ":" &! recovery

--:: steps.to(target: ":"blush: -> Step (iterator) to target place. -> ()**: code: ":"**, **remaining: #:**, xyzf: ":" &! recovery