--:! {dds: []: (:smiley:} <- **In-game (only) MUSE Discovery Service Library** -> muse/docs/lib/dds.md
--:neutral_face: dds: *Associates computer IDs with labels (as Muse roles) using Muse Query (MQ) rednet protocol.* -> dds

--:> IDs: *Dictionary of ComputerCraft computer IDs keyed by MUSE role* -> `[role]: ID`

--:> ID: *ComputerCraft computer ID* -> `#:`

--:> roles: *Dictionary of Computercraft labels for MUSE roles keyed by Computercraft (string) IDs* -> `[ID]: ":"`

--:> role: *ComputerCraft label as MUSE role* -> `":"`

--:: dds.roleID(role: ":blush: -> *ID for a Muse role* -> `ID: #:`

--:: dds.role(ID: ":blush: -> *Label for a Muse role* -> `role: ":"`

--:: dds.hosts() -> *Populates players IDs and labels using a MQ rednet protocol.* -> `IDs, roles`

--:: dds.join(role: ":", id: #:?) -> *Fix ID role association for next startup, id given by player.* -> `sitedLabel: ":"`

--:: dds.map() -> *Returns associations from Muse roles to ComputerCraft IDs* -> `IDs`