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--:! {mine: []: 😊} <- Mine Command Line Library -> muse/docs/lib/mine.md
--😞 mine: CLL operates plan to manage mines: shaft, bore, move to posts (between and within levels), and get ores. -> mine, _mine

--:# Interface for mining plans: digging and navigating shafts and bores, extracting ore

--:# Plan elements for digging shafts going down, furnishing them going back up, and moving between levels.

--:> shafts: Dig -> {shafts.name: ":", shafts.down: downs, shafts.back: levels, shafts.lower: levels, shafts.higher: levels}

--:> shafts.name: Included in error and status reports -> ":"

--:> shafts.down: Plan for digging shaft one level through even and odd levels -> downs

--:> shafts.back: Plan for returning to minehead, placing fixtures and safety shelves for player -> levels

--:> shafts.lower: Plan for navigating from one (even or odd) level to the next lower -> levels

--:> shafts.higher: Plan for navigating from one (even or odd) level to the next higher -> levels

--:# Plan definitions for digging shafts down from even to odd and from odd to even levels

--:> downs: Mark, dig, ladder, and fill one level (for landing platforms) -> {downs.even: plan, downs.odd: plan, downs.last: plan }

--:> downs.even: _Mark, dig, ladder, and fill an even level (for landing platforms) -> plan

--:> downs.odd: Mark, dig, ladder, and fill an odd level (for landing platforms) -> plan

--:> downs.last: Mark last level dug -> plan

--:# Plan definitions for just moving between odd and even levels

--:> levels: Traverse (and fill shelves for player safety in back plan) shaft -> {levels.even: plan, levels.odd: plan}

--:> levels.even: _Plan for navigating from one even level to the next -> plan

--:> levels.odd: Plan for navigating from one even level to the next -> plan

--:# Plan elements for boring and furnishing horizontal access tunnels at odd and even levels for mining

--:> bores: Horizontals -> {bores.name: ":", bores.post: mine.post, bores.even: plan, bores.odd: plan, bores.fix: plan }

--:> bores.name: Included in error and status reports -> ":"

--:> bores.even: Plan for boring tunnels at even levels -> plan
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--> bores.odd: *Plan for boring tunnels at odd levels* -> **plan**

--> bores.fix: *Plan for fixtures: shaft area ladders and placing barrel* -> **plan**

--:# **Interface definition for implemented bore navigation functions in mines**

--> mine.post: *Navigate shaft and bores to go to marker.* -> (markerName: ":", :bores:): **marking[]**

--:: mine.mark(:plan:, :marking:) -> *Make place name, report result.* -> **markerName: ":", label: ":", report: ":"**

--:+ *Called by **worker.execute** to make marker name and use it to add map point for navigation in mine.*

--:+ *Puts plan name value in marker (keyed by "**shaft**" or "**bore**") so marker is enough for navigating in shaft or bore.*

--:+ *Marker place name formed as **head:Level:base** or **head:base** or **head** with place labelled as "**outer**" | "**inner**" | "**shaft**".*

--:# **Go to minehead, dig shaft and return to minehead if no errors.**

--:+ *Start dig down from minehead, finish by placing marker one level below target level, error raised for failure.*

--:+ *Add "shaft" and shaft plans name as key and value to shaft plans for inclusion in marker.*

--:+ *Execute shaft plans back to return to minehead from one below target level*

--:+ *Add "shaft" and shaft plans name as key and value to shaft plans for inclusion in marker*

--:# **Do the **shaft** operation for the command line interface.**

--:- shaft minehead levels shaftPlans -> *Dig down number of levels under named minehead place using specified plans.*

--:# **Do the **post** operation for the command line interface.**

--:- post marker borePlans? -> *Go to marker (and up 1 block) from current level with saved or specified plans.*

--:# **Bore horizontal tunnels and mine tunnels branching off the main tunnel for ore**

--:+ *Use shaft plans and bore plans to navigate to marker, bore horizontal tunnels using bore plans.*

--:+ *Add "bore" and bore plans name as key and value to bore plans for inclusion in marker.*

--:+ *Bores plans at even or odd level, potentially leaves place marks and torches.*

--:- bore marker borePlans -> *Dig horizontally from marker using saved or specified bore and shaft plans.*

--:+ *Use shaft plans and instantiated bore plans to go to marker and execute mining operations*

--:- ores marker borePlans? -> *Excavate ores from side tunnel near marker, return up 1 from marker.*

--:: mine.op(arguments: [:op: ":", placeName: ":", borePlansFileOrLevels: ":"|#: , shaftPlansFile: ":"]) -> **Dig.** -> **^:, ":", #: &:**

--:+ *Dig shaft; go to post at level; bore, mark, and torch; get ores. Markers hold saved plans.*