

--:! {grid: []}: (😊) <- **Grid Mining Functions Library** -> muse/docs/lib/grid.md  
--😊 grid: *Work functions boring, navigating, and mining ore in a grid of tunnels.* -> grid

--:> crossplan: *Bore and mine, minimal movement* -> { :bores:, ores: {name: ":"}, fixtures: ":"[], path: ":"[], work: plan.work} }

--:# **Navigation for grids: use placed markers to find posts for turtles.**  
--:= mine.post:: grid.post

--:# **Mining Ore: look around for ore and if found, mine adjacent ore as well**

--:# **Definitions for finding and extracting ores**

--:> grid.cut: *Directions to dig in vein* -> "up" | "down" | "north" | "south"

--:> grid.guide: *Instructions for cut* -> : [ look: grid.cut, dig: grid.cut[], lookMore: grid.cut, digMore: grid.cut[] ]

--:: grid.ores(:plan:, :direction:, guide: grid.guide, :ores:) -> *Extract ores.* -> "done" &  
--:+ *Given the guide for a vein, mine ores in each of the guide's cuts for that vein.*