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--: { turtle: [], (😊, commands: []: (😊) } <- Mock Functions Library (for out-of-game test) ->
muse/docs//lib/mock.md
--😊 mock: Libraries to provide a limited simulation of turtle and command computer in-game
operations. -> mock
--: + turtle: Generally just returns success but allows for simulated blocking, fuel consumption,
refueling.
--: + commands: Mock returns from command computer and report success.

--: # Mock turtle has coal, torches, fences, dirt, ladders, wheat seeds, reeds, sand, and saplings.
--: + As well as barrels, granite, potatoes, carrots, beetroot seeds, and kelp.
--: + And advanced computers, ender modems, disk drives and floppies in its slots.

--: # Inspection shows dirt for down direction, otherwise nothing.

--: # turtle.block(blocked: ^:) -> Sets blocked status to bLocked for debug -> blocked: ^:

--: # Turns just report success, other motions decrement the simulated fuel and report success unless
blocked.
--: + Only forward motion can be blocked in simulation.

--: # Primitive turtle operations are mocked: attack, dig, place, detect, compare, drop, and suck.

--: # A few command computer operations are mocked: getBlockPosition, getBlockInfo, and
exec.

--: # commands.getBlockPosition(x: #:, y: #:, z: #) -> Mock position. -> x: #:, y: #:, z: #

--: # commands.getBlockInfo(_: _:, _: _:, _: _:, resultTable: {:}) -> Mock info. -> resultTable: {:}

--: # commands.exec(_: _:, result: any) -> Mock exec command. -> result: any

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