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--: {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.

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