

--:! {turtle: []: (😊) } <- **Turtle Operations Overlay Library** -> muse/docs/lib/turtle.md

--😊 turtle: Replaces game definitions, unifies operations to all directions: north, east, south, west, up, down. -> turtle

--:+ Provides low level item finding, naming and turtle inventory utilities; out-of-game simulated blocking.

--:> direction: Four compass points and verticals ->

"north" | "east" | "south" | "west" | "up" | "down"

--:# **Turtle operations north, east, south, west, up, down**

--:# **Operation dictionaries keyed by direction, values are generally functions of no arguments calling which return a boolean.**

--:> turtle.attacks: Attack in direction and return attack success. -> [:direction:]: () : ^:, ":"?

--:> turtle.compares: Check block in direction has the same ID as selected slot -> [:direction:]: () : same: ^:

--:> turtle.detects: Check block in direction is solid: not air, mob, liquid or floater. ->

[:direction:]: () : ^:

--:> turtle.digs: Try to dig block in direction and call suck(). -> [:direction:]: (side: ":"?): ^:, ":"?

--:+ Sucked items go to inventory. If a hoe is used to attempt to "dig" a dirt block, it will be tilled instead.

--:+ Tilling is also possible if the space in front of the turtle is empty but dirt exists below that point.

--:> turtle.drops: Drop count [or all] items in selected slot to inventory. -> [:direction:]: (count: #:"?": ^:, ":"?

--:+ Returned function drops and returns **false** if there's inventory on the side specified by direction which is full.

--:> turtle.inspects: If true, get detail block information in direction. -> [:direction:]: () : ^:, detail?:`

--:> turtle.puts: Attempt placing block of the selected slot in direction. -> [:direction:]: (text: ":"?": ^:, ":"?

--:+ Collects water or lava if the currently selected slot is an empty bucket. Text is used for placed sign.

--:+ Value of **turtle.puts[:direction:]** is a function of one optional argument calling which returns a boolean.

--:> turtle.sucks: Move count [or all] from direction to inventory. -> [:direction:]: (count: #:"?": ^:, ":"?

--:+ Move from ground or first non empty slot of adjacent inventory enabled block to selected or next turtle slot.

--:+ Value of **turtle.sucks[:direction:]** is function of one optional argument calling which returns a boolean.

--:# Function References

--:: turtle.find(targets: ":"[]) -> Selects found slot. -> **detail?**

--:: turtle.select(slot: #:) -> Attempts to select the specified slot. -> **selected: ^:**

--:: turtle.item(slot: #:?) -> Detail of specified or currently selected slot. -> **nil | detail**

--:# Item name and turtle status utilities

--:: turtle.inventory() -> Returns current turtle inventory as turtle detail table. -> **detail[]**

--:- items -> Returns items in turtle inventory as string.

--:: turtle.check(targets: ":"[], :detail) -> Tries to match each target against **detail.name**. -> ``matched: ^:``

--:# Categories provide names for sets of minecraft items.

--:> ore: Minecraft ->

"minecraft:coal_ore"|"minecraft:iron_ore"|"minecraft:lapis_ore"|"minecraft:gold_ore"|"minecraft:diamond_ore"|"minecraft:redstone_ore"|"minecraft:emerald_ore"|"minecraft:nether_quartz_ore"|"minecraft:prismarine"|"minecraft:obsidian"

--:> ores: Category -> **ore[]**

--:> minecraft: For Language Server -> ":"

--:> group: Materials -> "fuel" | "ore" | "fill" | "dirt" | "stone" | "fence" | "test"

--:# Fence material specified by short name (e.g. oak) along points specified by range

--:> fencings: Wooden materials -> "birch" | "acacia" | "bamboo" | "cherry" | "crimson" | "dark oak" | "mangrove" | "oak"

--:: turtle.category(name: :) -> Names in category or fencings matching **name** or {"minecraft:"..name}. -> ":"[]

--:- fueling -> Returns energy available in turtle slots.

--:: turtle.fuel() -> Total energy actually available in turtle slots plus turtle fuel level. -> **fuelTotal: #:**

--:: turtle.unblock(direction: ":" , limit: #:?) -> Retrys (default **_G.Muse.attempts**) dig to limit or bedrock. -> "done", **nil** | "undug" &

--:+ Returns "done, "undug" if dig attempt was for air, water, or lava. Raises error for bedrock or dig limit reached.

--:: turtle.digTo(xyzf:, limit: #:?) -> Unblocking move. -> **code: ":" , remaining: #:, xyzf: ":" &!**

--:+ Try to move to position, dig to unblock if needed, catch (table) and raise error(string) for "lost" or "empty".

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--:+ Also catch and raise error (string) if attempt to dig to unblock failed for bedrock or other reason.

--:+ Normally return just what a successful move would: "done", 0 remaining, current position.

--:: turtle.digAround(orientation: ":" , name: ":" , diggings: ":"[]) -> *Unblocking dig.* -> "done" &: &!

--:+ *Dig (unblocking) in diggings directions, catch failure and raise error(string) re-orienting in original orientation.*

--:: turtle.block(blocked: ^:) -> *Out-of-game debug: sets blocking for simulating turtle being blocked.*

-> **blocked:** ^:

--:: turtle.blocking(^:) -> *Isolate global to control blocking for out-of-game debug.* -> ^: