

```
--:! {grid: []}: (:smiley:) <- Grid Mining Functions Library -> muse/docs/lib/grid.md
--:neutral_face: 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.
```