

--:! {roam: []: (😊) <- **Command Line Library for Turtle Movement** -> muse/docs/lib/roam.md
-- 😊 roam: Server (turtle) side support for **come** and **tail**, chained motion commands, motion to or tracing. -> roam

--:: roam.come(:xyz:) -> *Server side: move turtle (close to) player's GPS xyz from remote.come.* ->
":` &`

--:: roam.tail(:xyz:) -> *Server side: move turtle (close to) player's GPS xyz (from remote.tail)* -> ":"
&:

--:- to place | x y z face?-> *To named place or position and face. Retry for different first direction.*

--:- trace trailname -> *Move turtle along traced situations in named trail from one end of trail to the other.*

--:# Movements are **r[ight]**, **l[eft]**, **f[orward]**, **b[ack]**, **u[p]**, **d[own]**, **n[orth]**,
e[ast], **s[outh]**, **w[est]**.

--:- go (*first letter of*) directions followed by optional counts, e.g. **r 10 u east 3 u 4 d n**. ->
Chained movement.

--:: roam.op(arguments: ":"[]) -> *Move turtle:* -> ":" &: