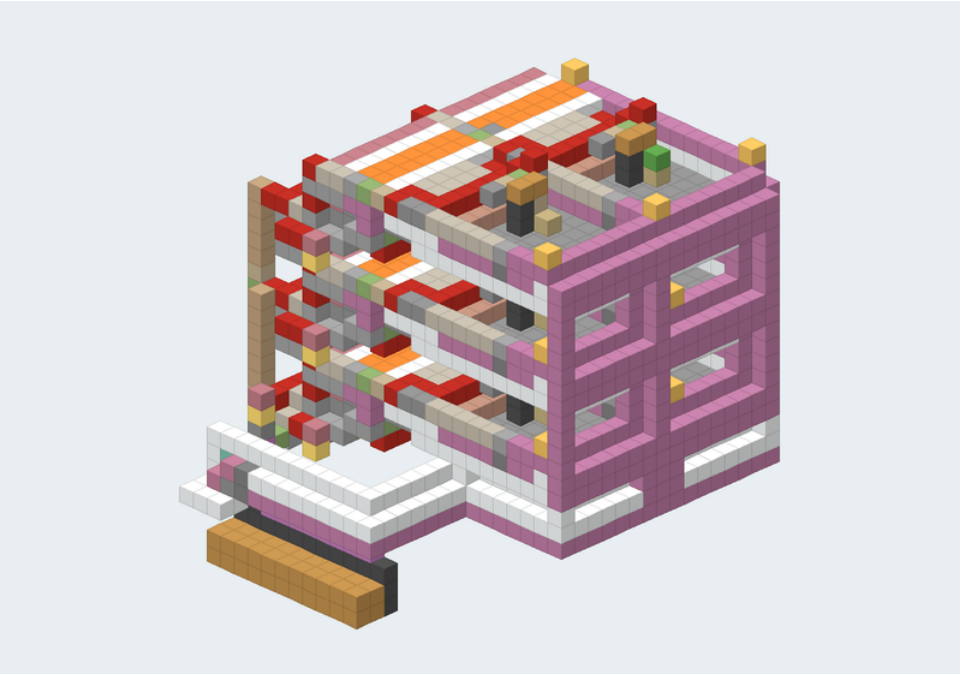
Automatic Bonemeal Farm (Madro420)

23 x 25 footprint / 24 layers / Java 1.20.1 / 3067 occupied cells

Original procedural interpretation. File checked; game import not tested.

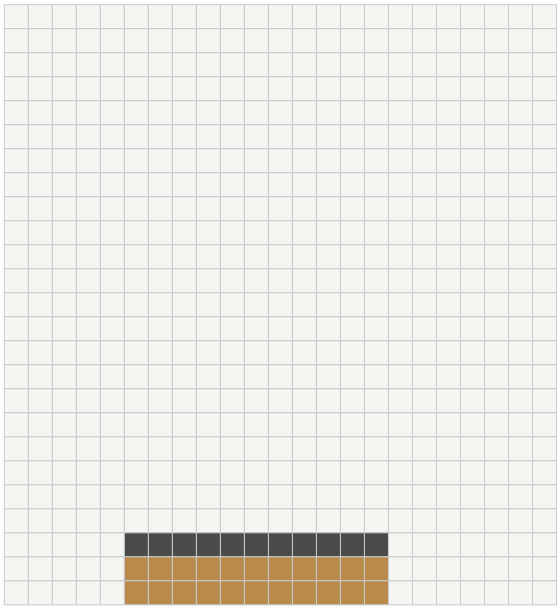
MATERIALS / INVENTORY ITEMS

Polished Blackstone	598
Stone	539
White Stained Glass	380
Observer	272
Polished Andesite	172
Redstone Wire	144
Repeater	100
Sticky Piston	99
Note Block	88
Lava	82
Chest	56
Piston Head	56
Hopper	55
Redstone Block	51
Piston	48
Cobblestone Wall	42
Dirt	42
Spruce Trapdoor	42

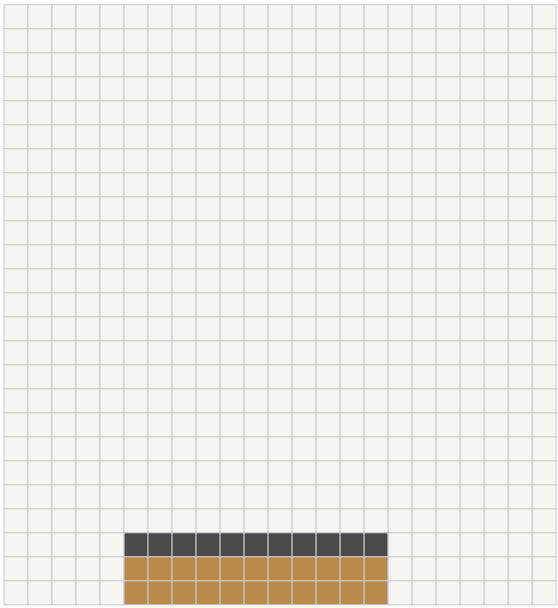


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

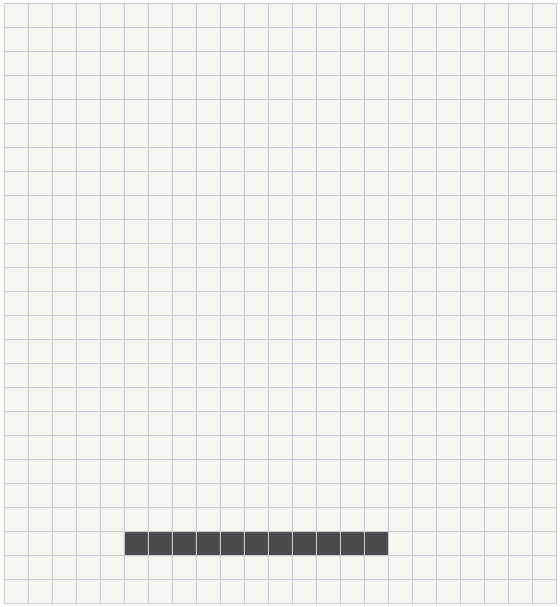
Layer 1 / Y=0 / +Z downward



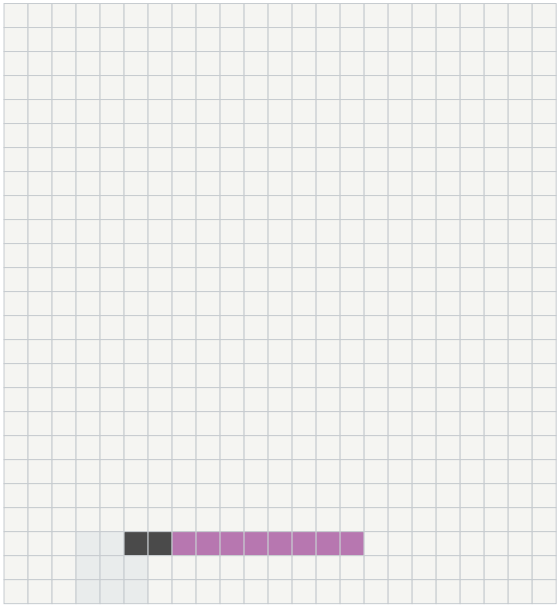
Layer 2 / Y=1 / +Z downward



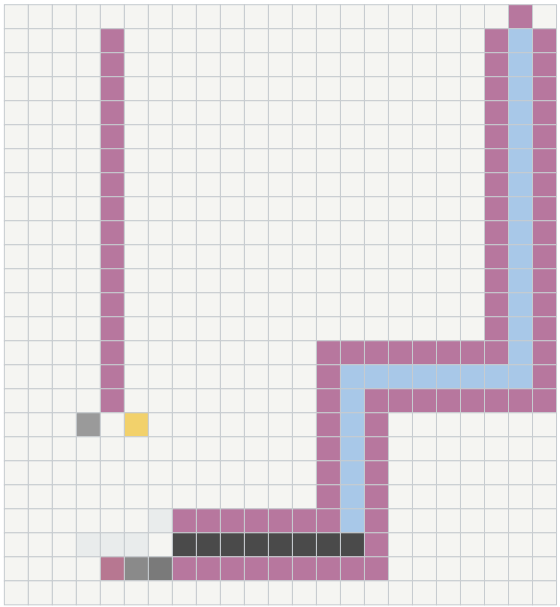
Layer 3 / Y=2 / +Z downward



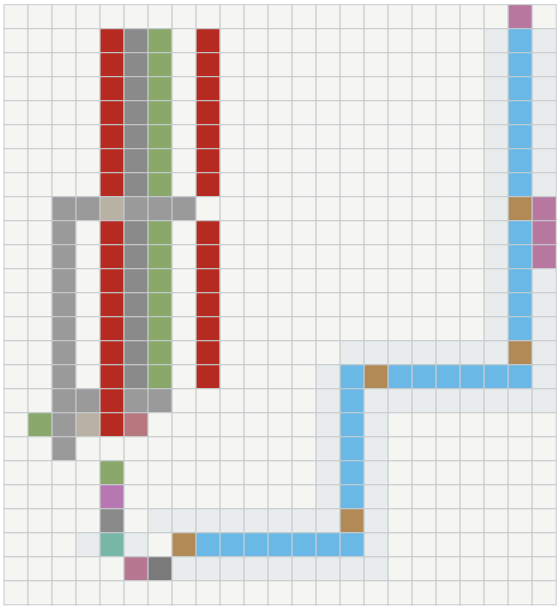
Layer 4 / Y=3 / +Z downward



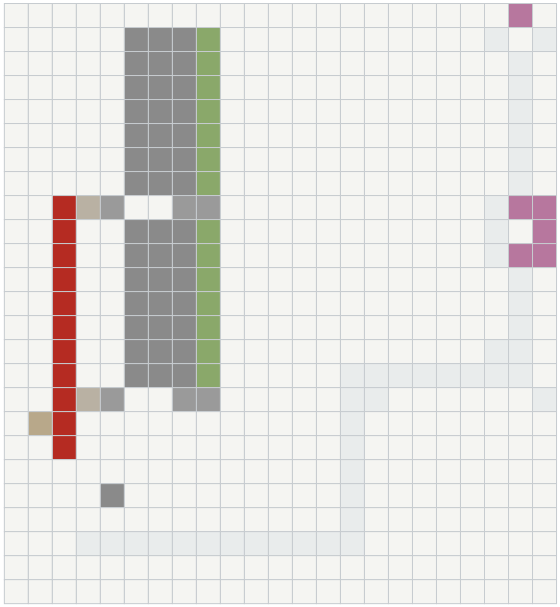
Layer 5 / Y=4 / +Z downward



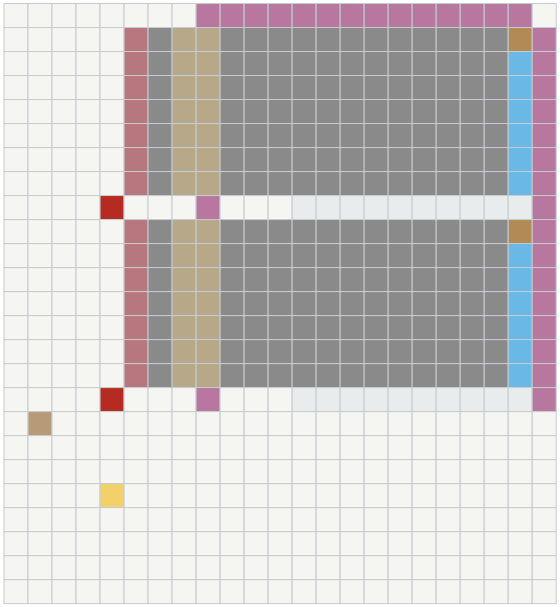
Layer 6 / Y=5 / +Z downward



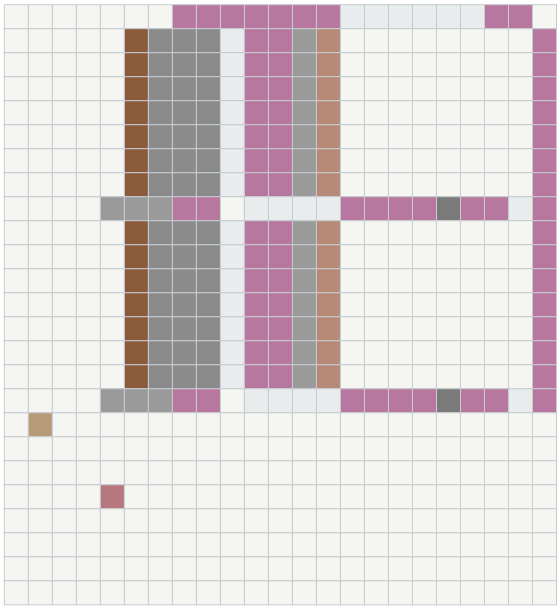
Layer 7 / Y=6 / +Z downward



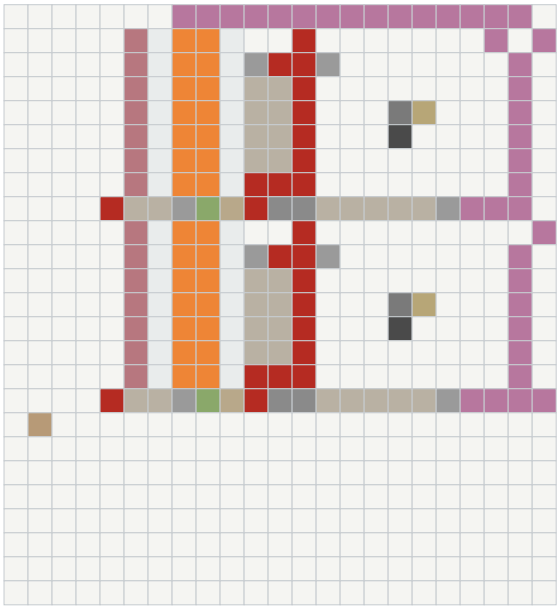
Layer 8 / Y=7 / +Z downward



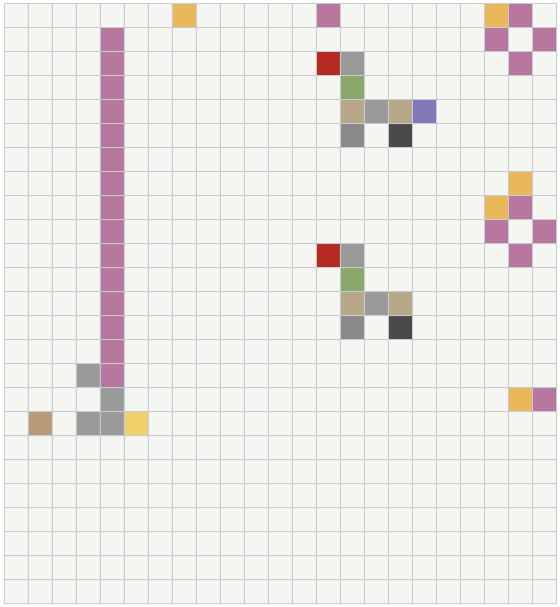
Layer 9 / Y=8 / +Z downward



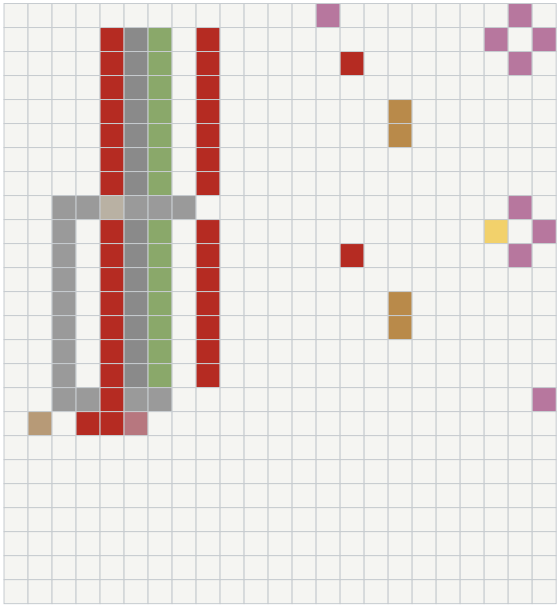
Layer 10 / Y=9 / +Z downward



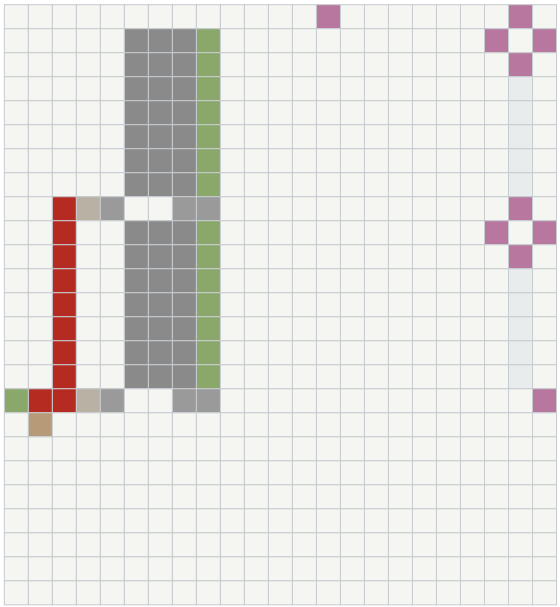
Layer 11 / Y=10 / +Z downward



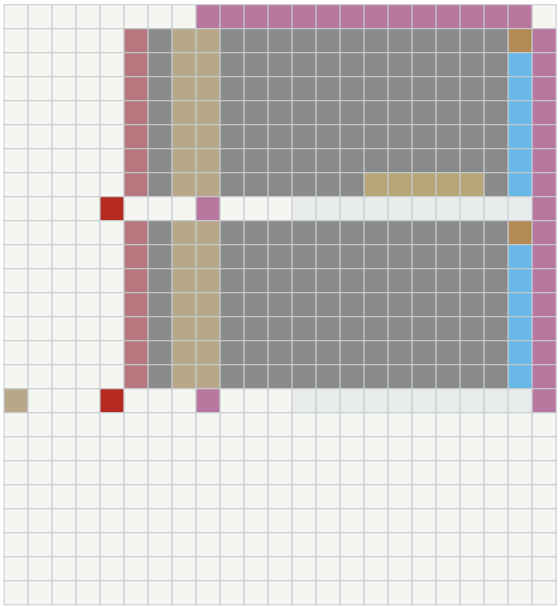
Layer 12 / Y=11 / +Z downward



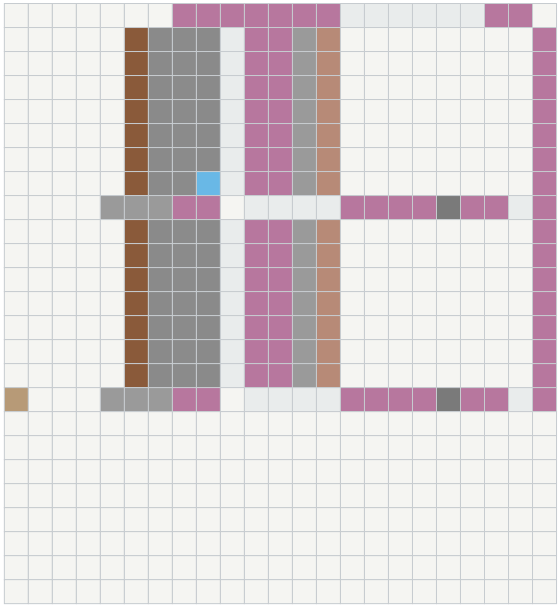
Layer 13 / Y=12 / +Z downward



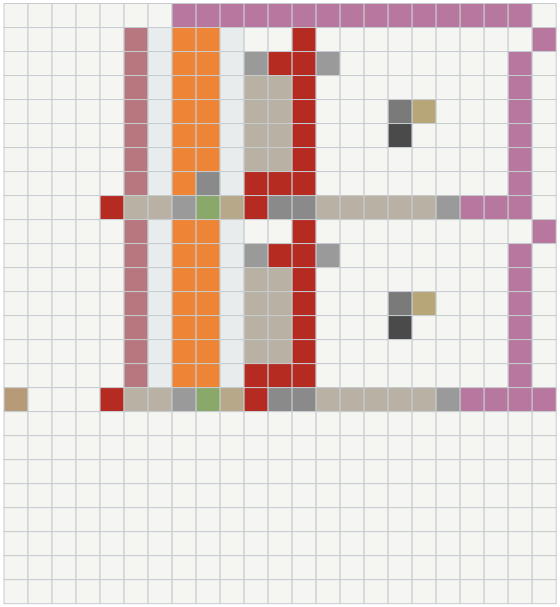
Layer 14 / Y=13 / +Z downward



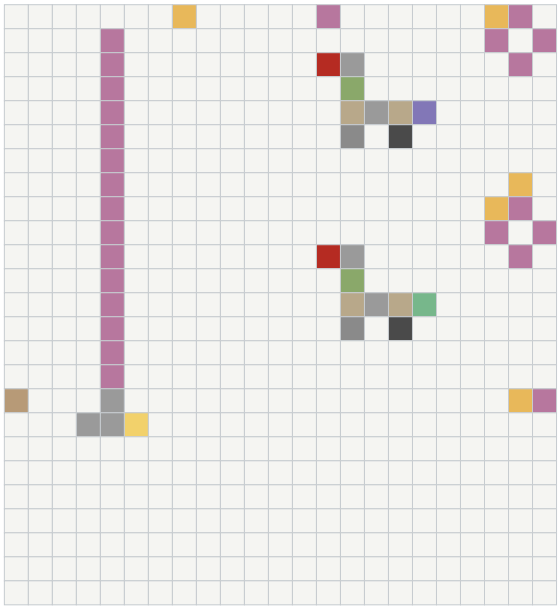
Layer 15 / Y=14 / +Z downward



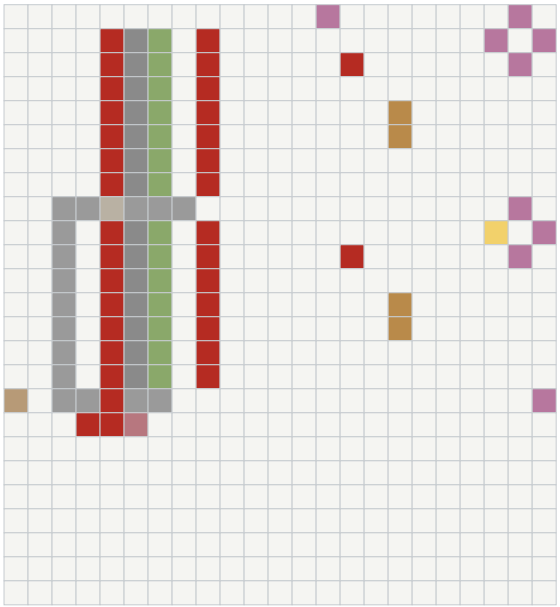
Layer 16 / Y=15 / +Z downward



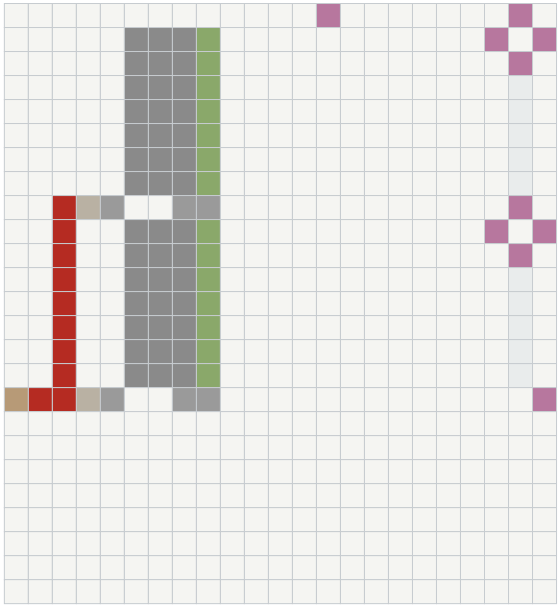
Layer 17 / Y=16 / +Z downward



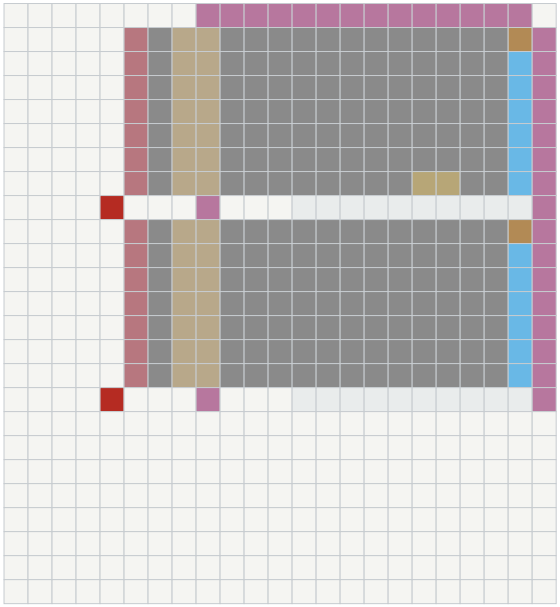
Layer 18 / Y=17 / +Z downward



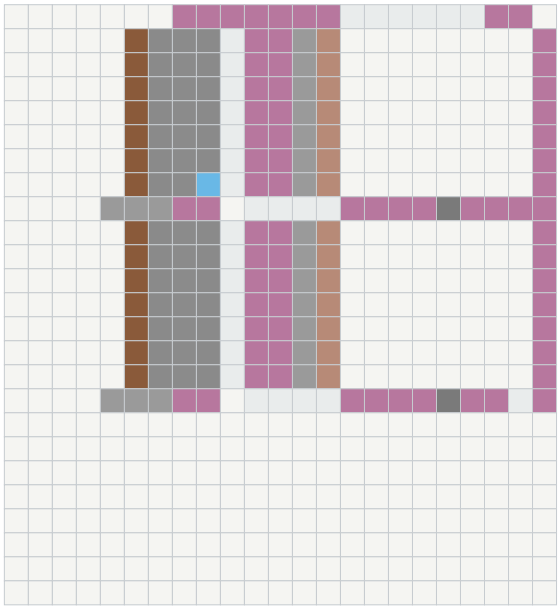
Layer 19 / Y=18 / +Z downward



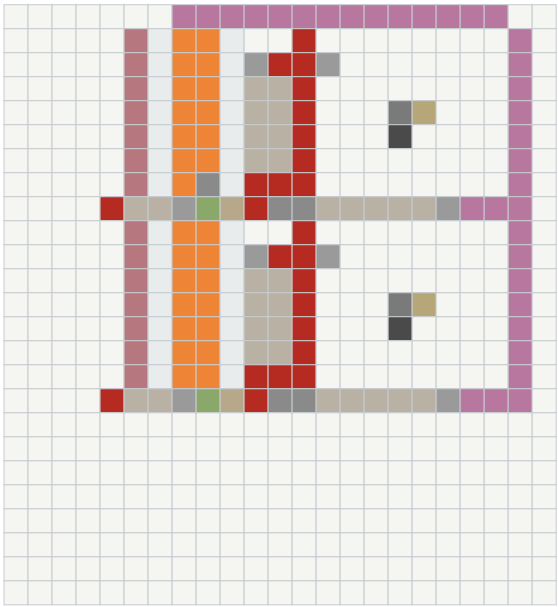
Layer 20 / Y=19 / +Z downward



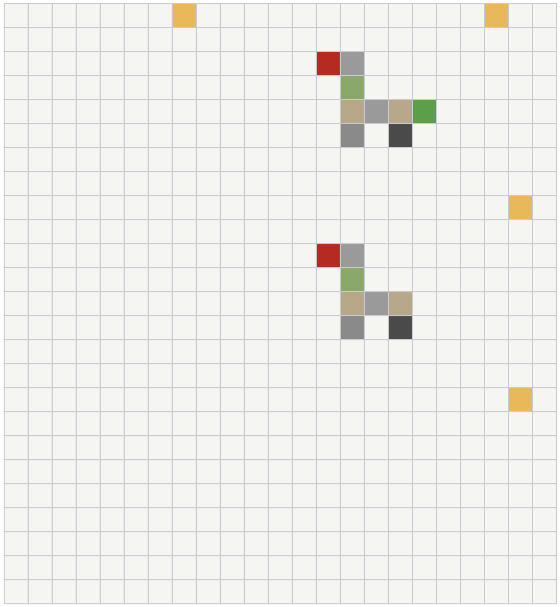
Layer 21 / Y=20 / +Z downward



Layer 22 / Y=21 / +Z downward



Layer 23 / Y=22 / +Z downward



Layer 24 / Y=23 / +Z downward

