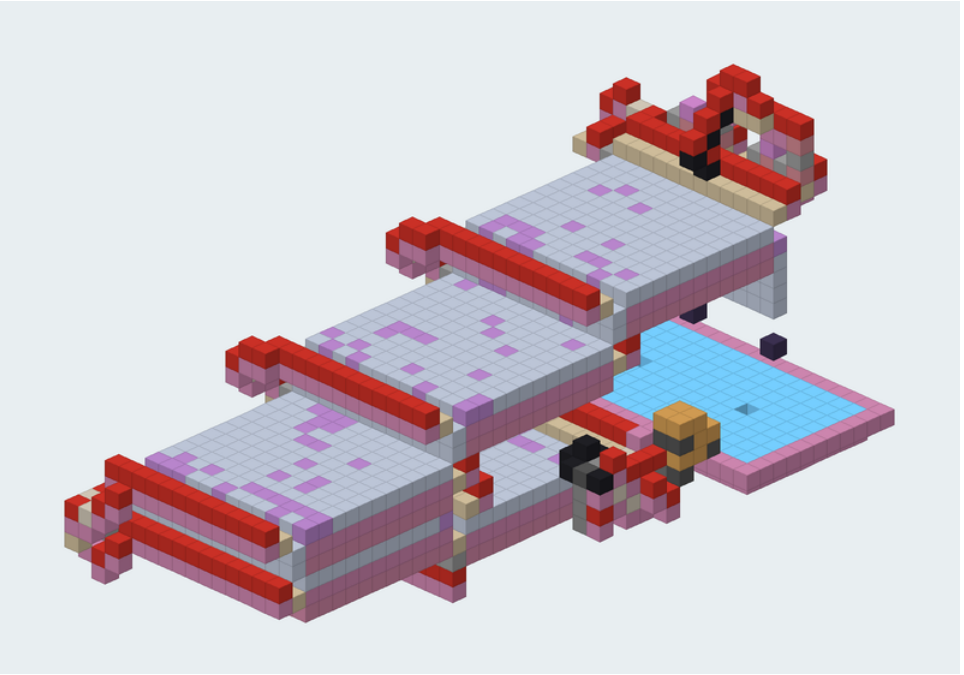
Automatic Clay Farm (Madro420)

20 x 45 footprint / 22 layers / Java 1.20.1 / 3125 occupied cells

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

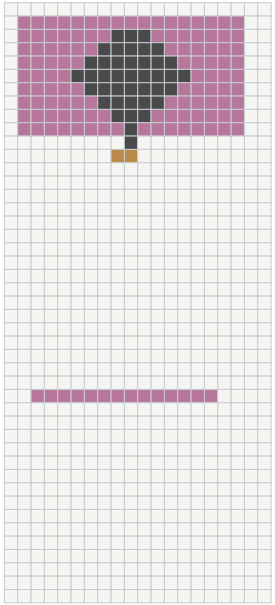
MATERIALS / INVENTORY ITEMS

Polished Blackstone Bricks	1047
Clay	673
Pointed Dripstone	659
Redstone Wire	198
Piston	139
Mud	101
Hopper	52
Observer	35
Repeater	15
Chest	14
Black Stained Glass	11
Note Block	6
Oak Trapdoor	6
Dropper	4
Redstone Wall Torch	3
Dispenser	2
Obsidian	2
Polished Blackstone Button	2

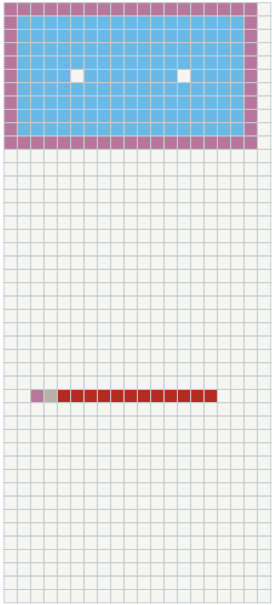


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

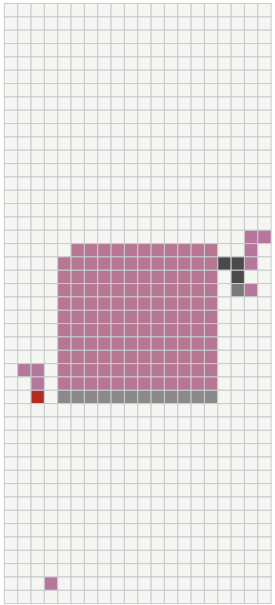
Layer 1 / Y=0 / +Z downward



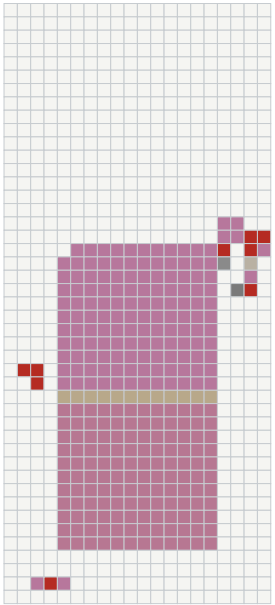
Layer 2 / Y=1 / +Z downward



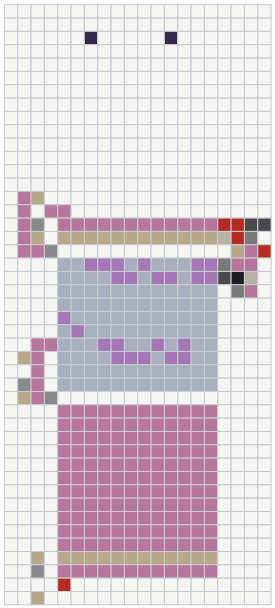
Layer 3 / Y=2 / +Z downward



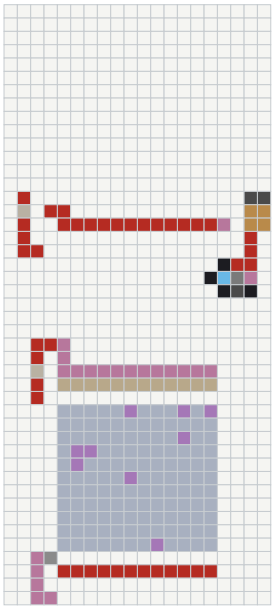
Layer 4 / Y=3 / +Z downward



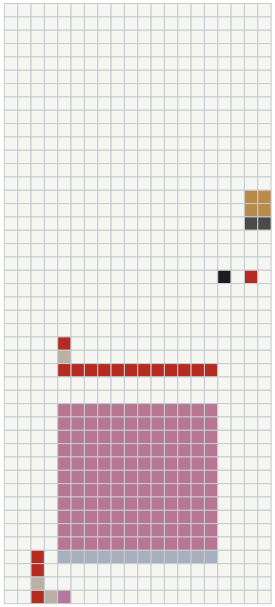
Layer 5 / Y=4 / +Z downward



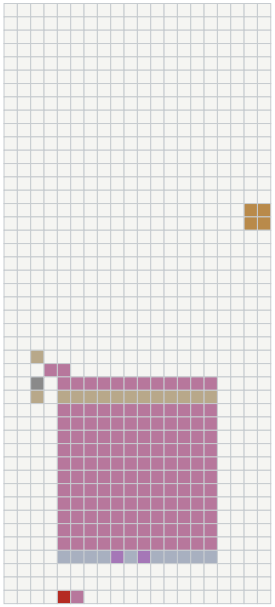
Layer 6 / Y=5 / +Z downward



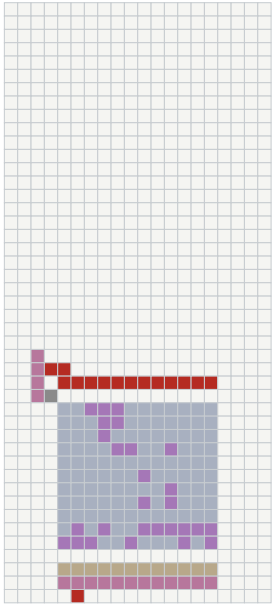
Layer 7 / Y=6 / +Z downward



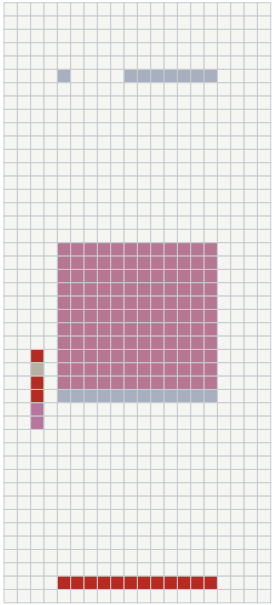
Layer 8 / Y=7 / +Z downward



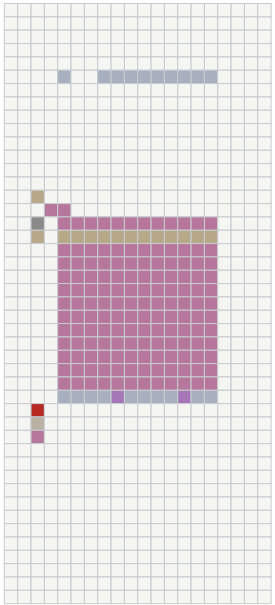
Layer 9 / Y=8 / +Z downward



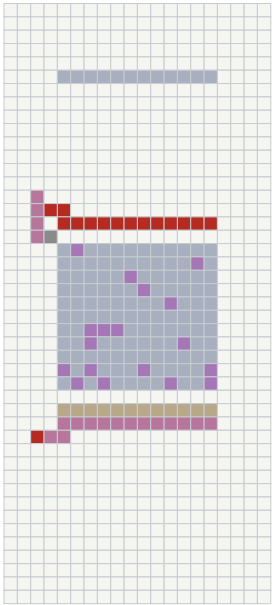
Layer 10 / Y=9 / +Z downward



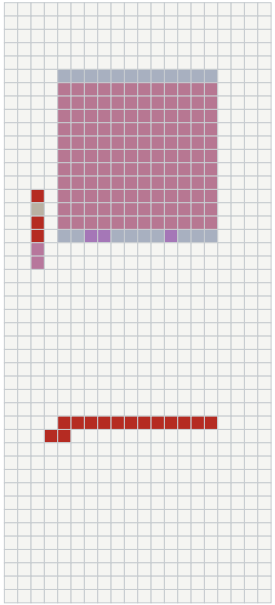
Layer 11 / Y=10 / +Z downward



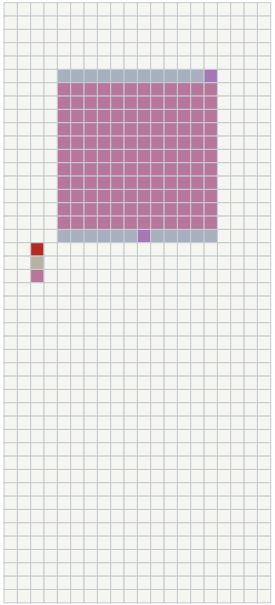
Layer 12 / Y=11 / +Z downward



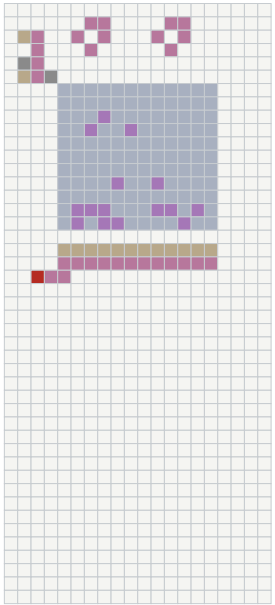
Layer 13 / Y=12 / +Z downward



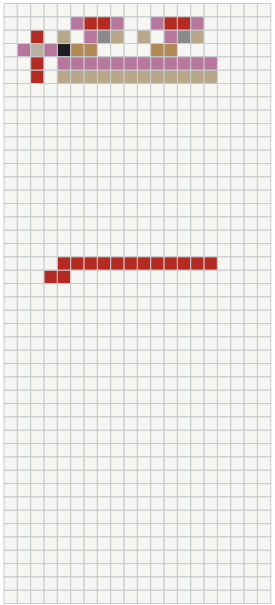
Layer 14 / Y=13 / +Z downward



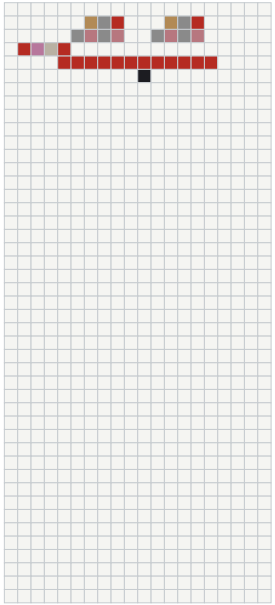
Layer 15 / Y=14 / +Z downward



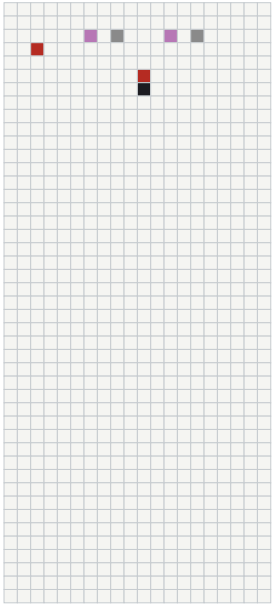
Layer 16 / Y=15 / +Z downward



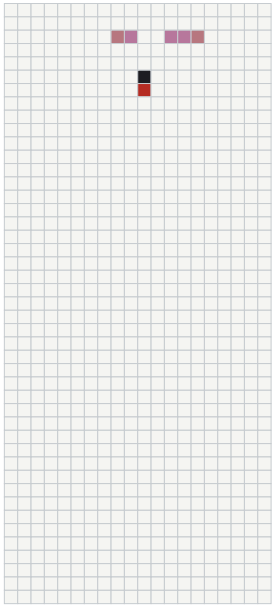
Layer 17 / Y=16 / +Z downward



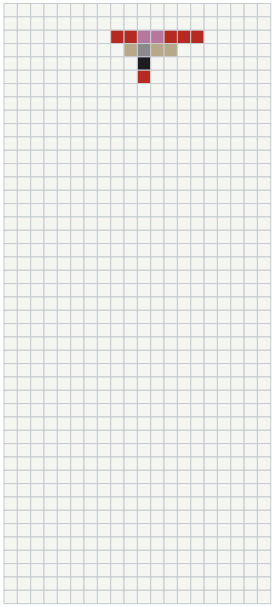
Layer 18 / Y=17 / +Z downward



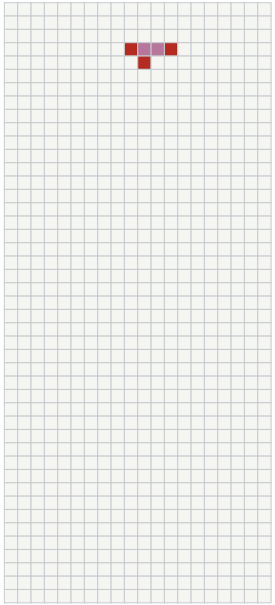
Layer 19 / Y=18 / +Z downward



Layer 20 / Y=19 / +Z downward



Layer 21 / Y=20 / +Z downward



Layer 22 / Y=21 / +Z downward

