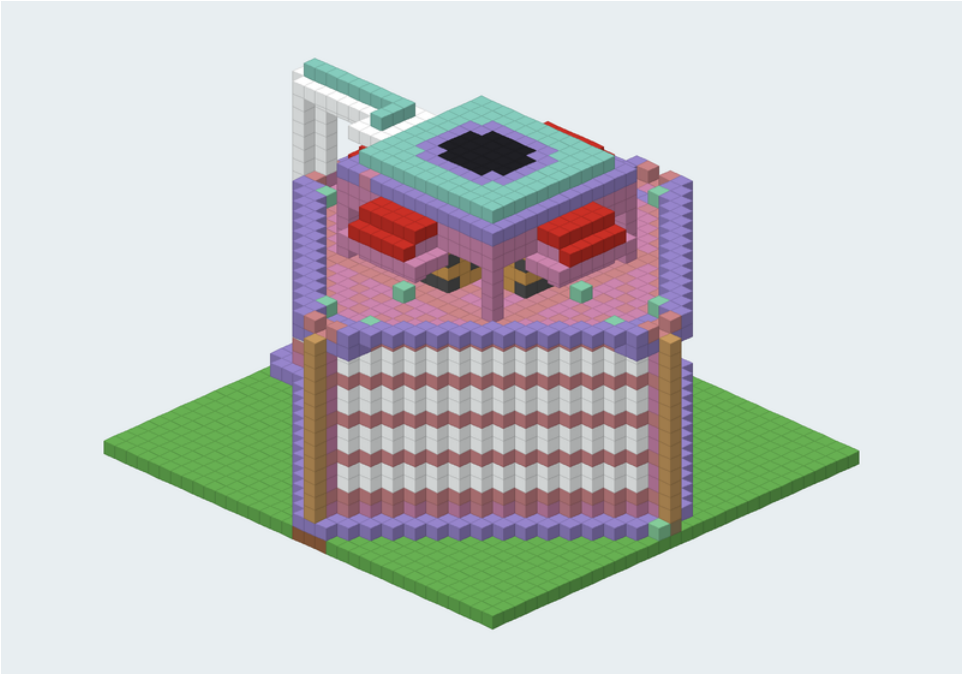
Automatic Food Farm (Madro420)

35 x 33 footprint / 25 layers / Java 1.20.1 / 7782 occupied cells

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

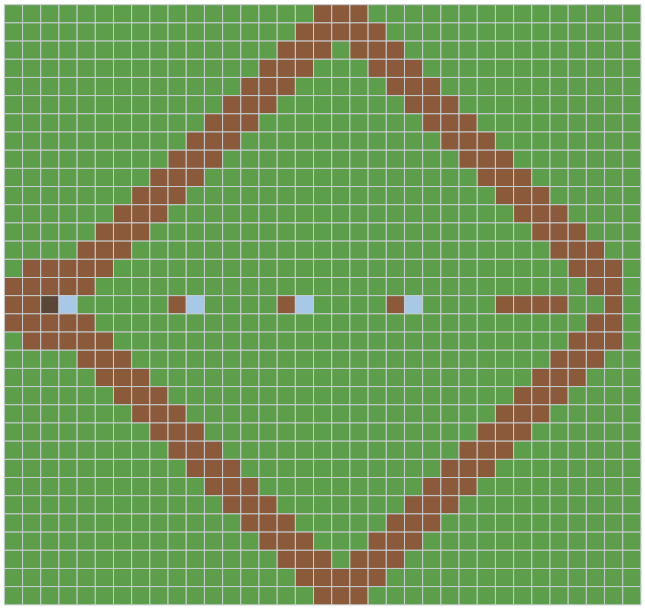
MATERIALS / INVENTORY ITEMS

Farmland	1532
Grass Block	950
White Stained Glass	678
Polished Blackstone Bricks	604
Polished Blackstone Brick Slab	482
Chiseled Polished Blackstone	434
Carrots	383
Polished Blackstone Brick Stairs	383
Potatoes	383
Wheat	380
Beetroots	378
Chest	200
Dirt	200
Cracked Polished Blackstone Bricks	169
Hopper	167
Sea Lantern	76
Redstone Wire	60
Polished Blackstone Stairs	48

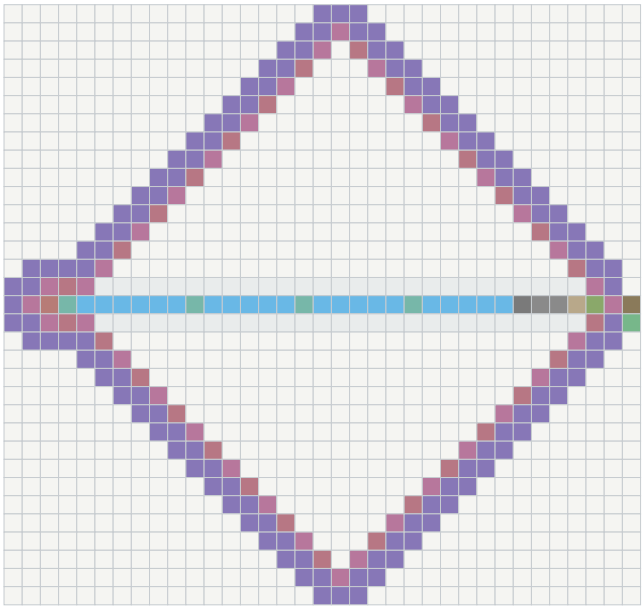


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

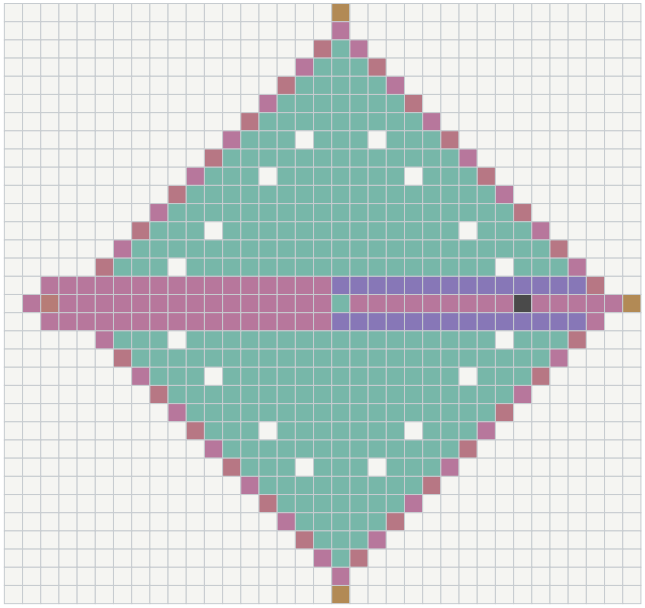
Layer 1 / Y=0 / +Z downward



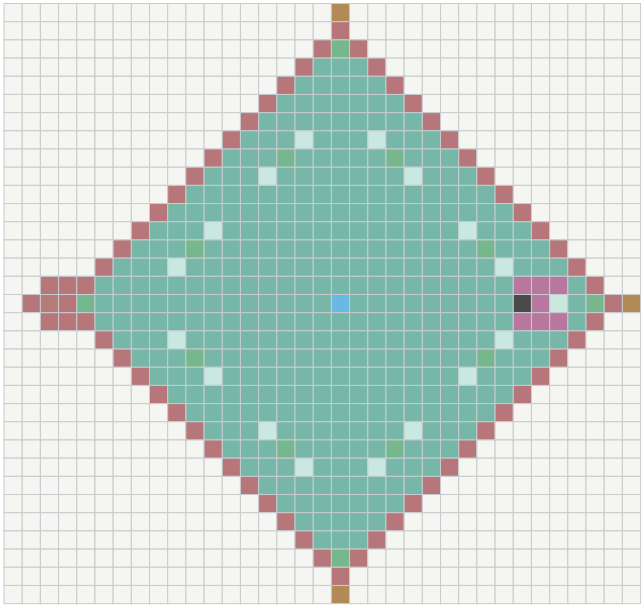
Layer 2 / Y=1 / +Z downward



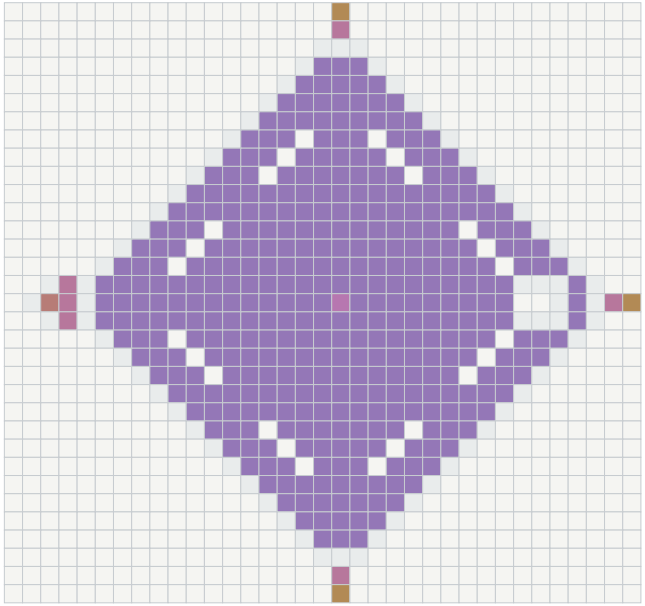
Layer 3 / Y=2 / +Z downward



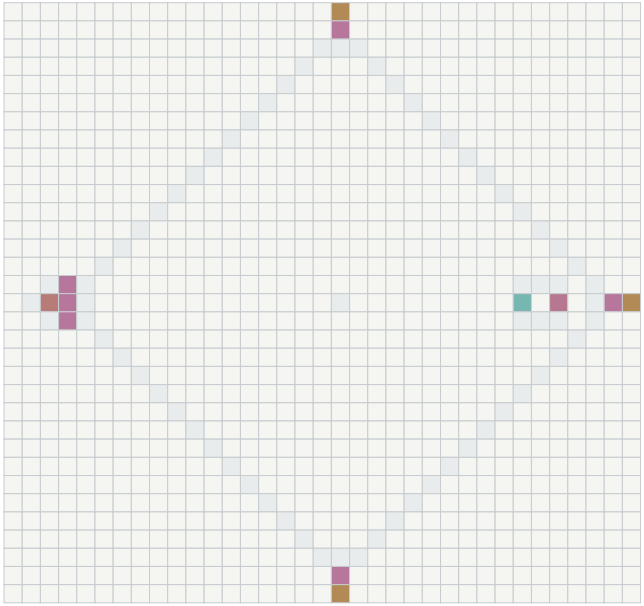
Layer 4 / Y=3 / +Z downward



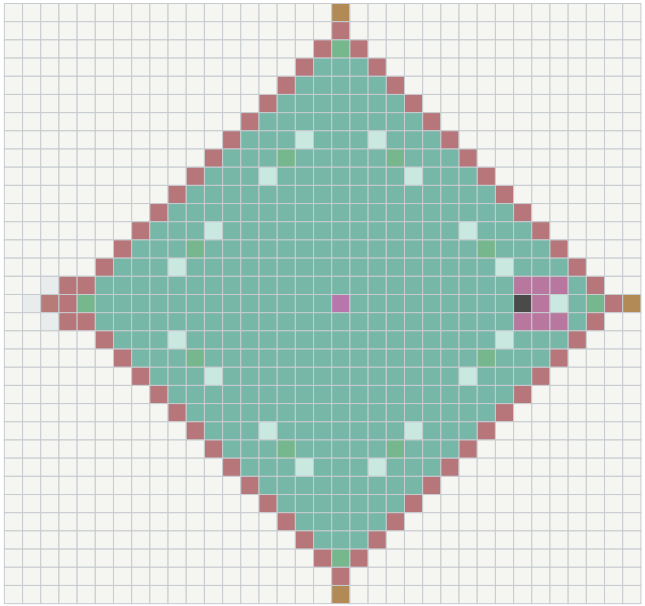
Layer 5 / Y=4 / +Z downward



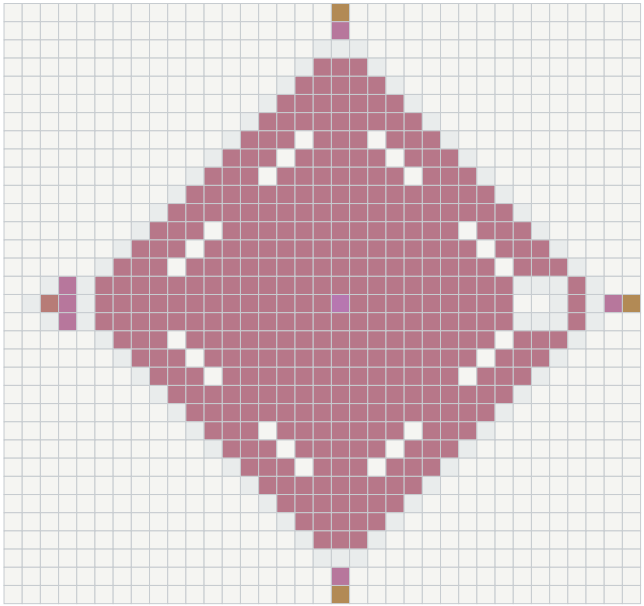
Layer 6 / Y=5 / +Z downward



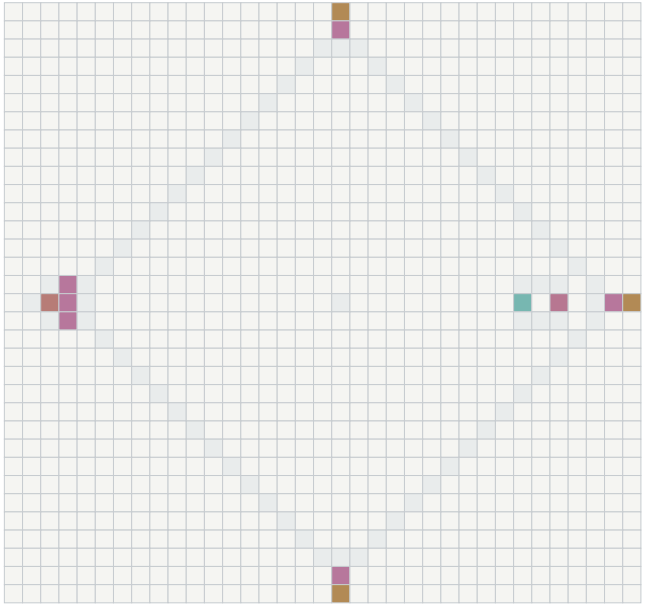
Layer 7 / Y=6 / +Z downward



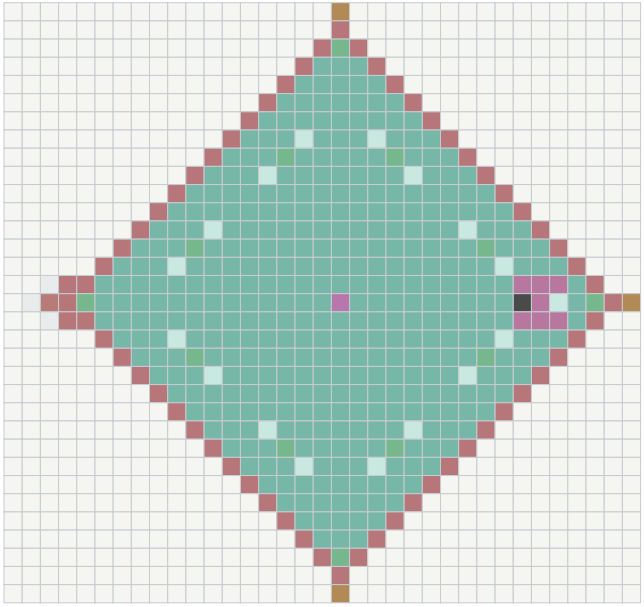
Layer 8 / Y=7 / +Z downward



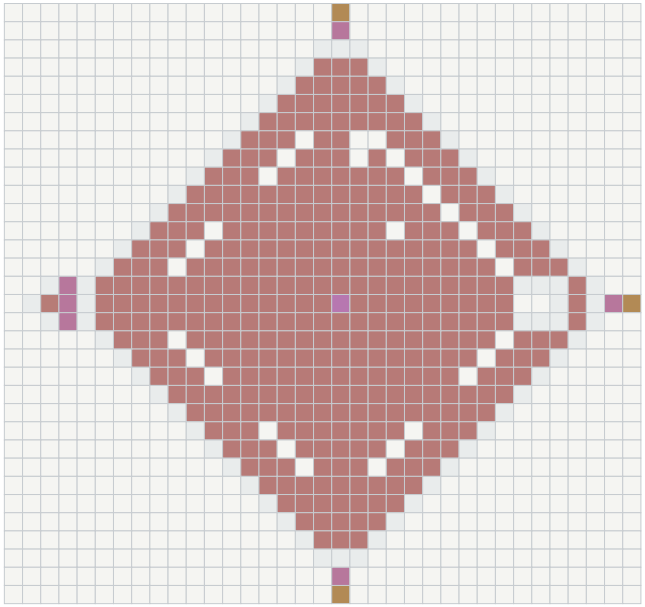
Layer 9 / Y=8 / +Z downward



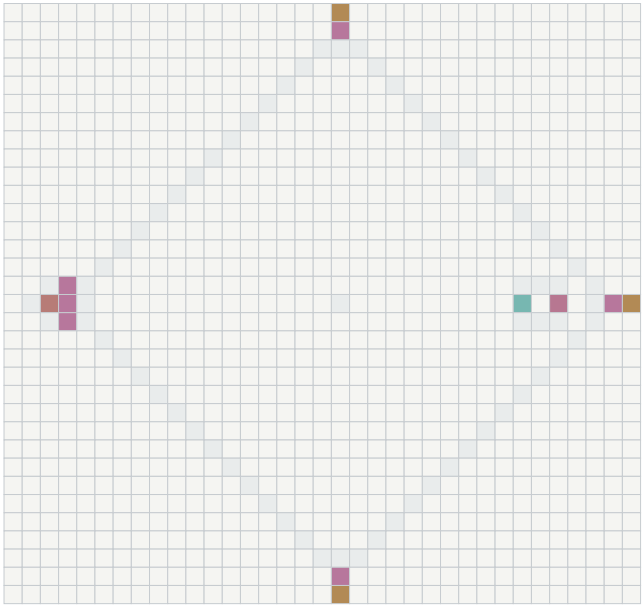
Layer 10 / Y=9 / +Z downward



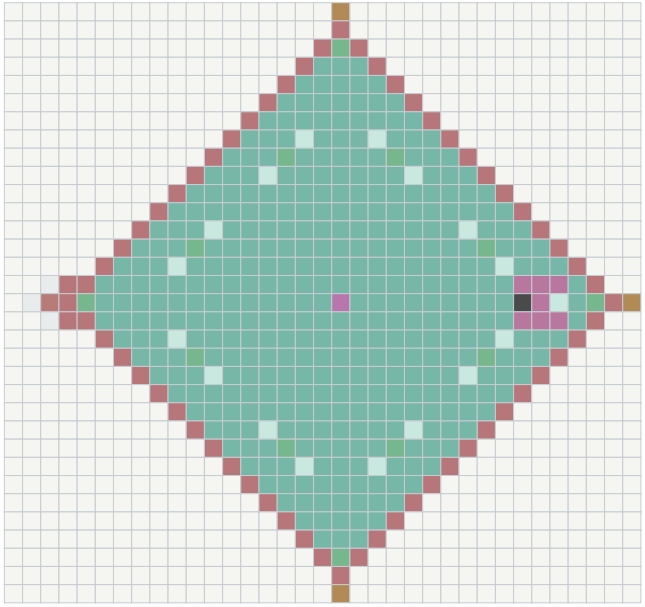
Layer 11 / Y=10 / +Z downward



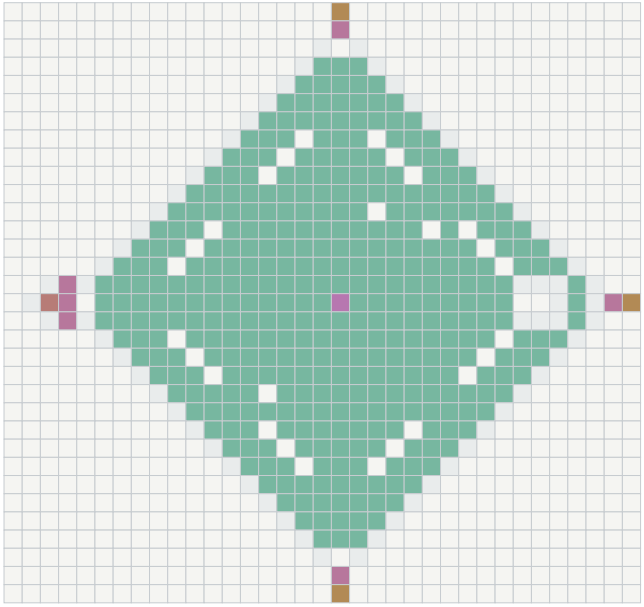
Layer 12 / Y=11 / +Z downward



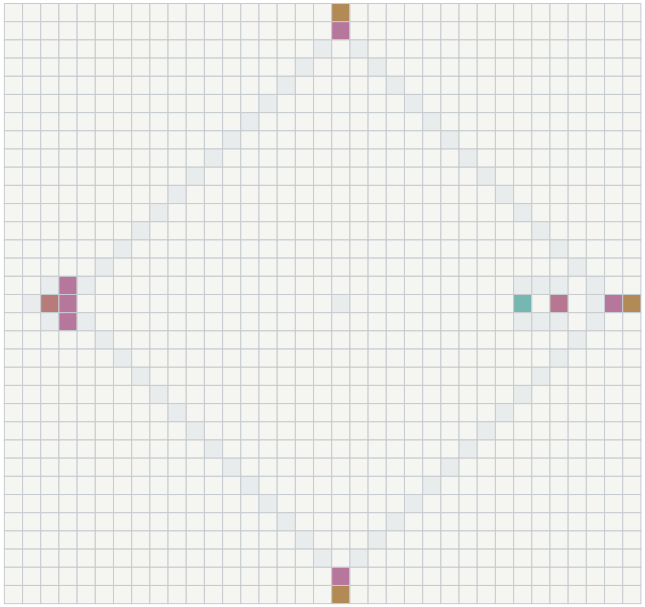
Layer 13 / Y=12 / +Z downward



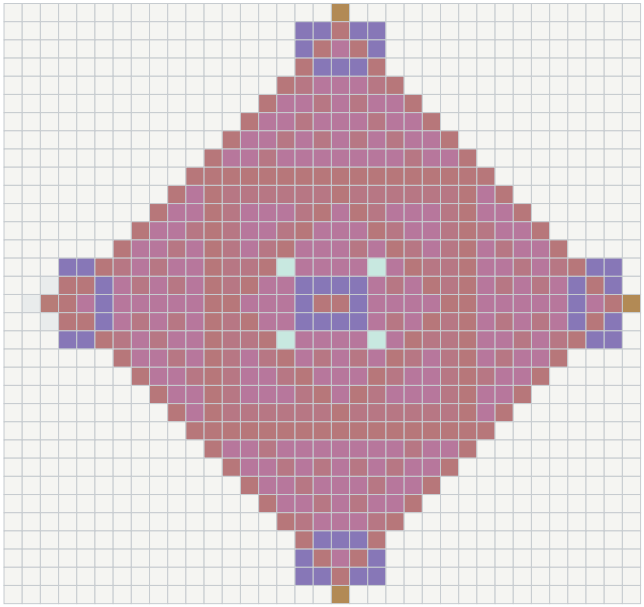
Layer 14 / Y=13 / +Z downward



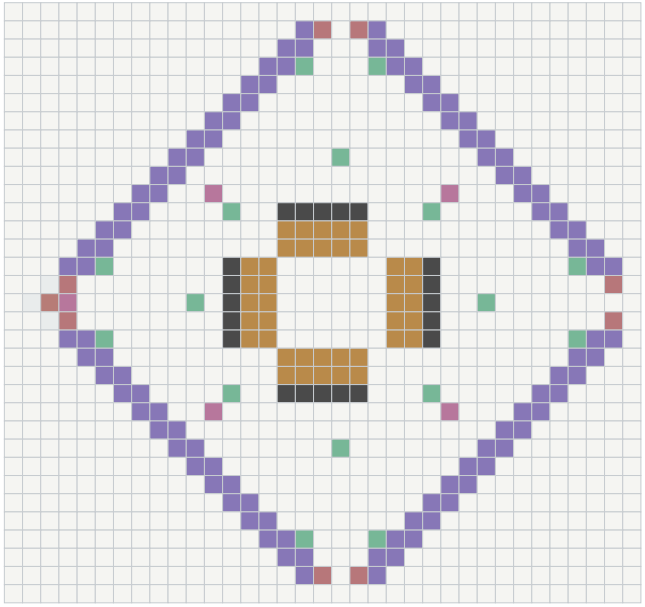
Layer 15 / Y=14 / +Z downward



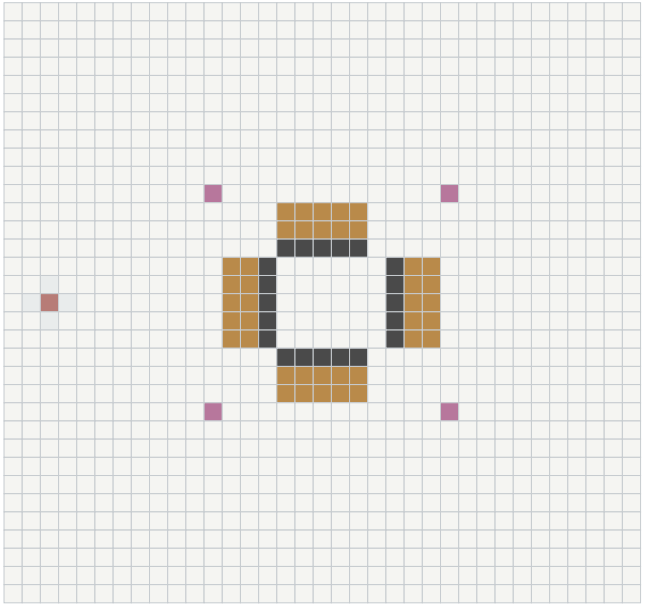
Layer 16 / Y=15 / +Z downward



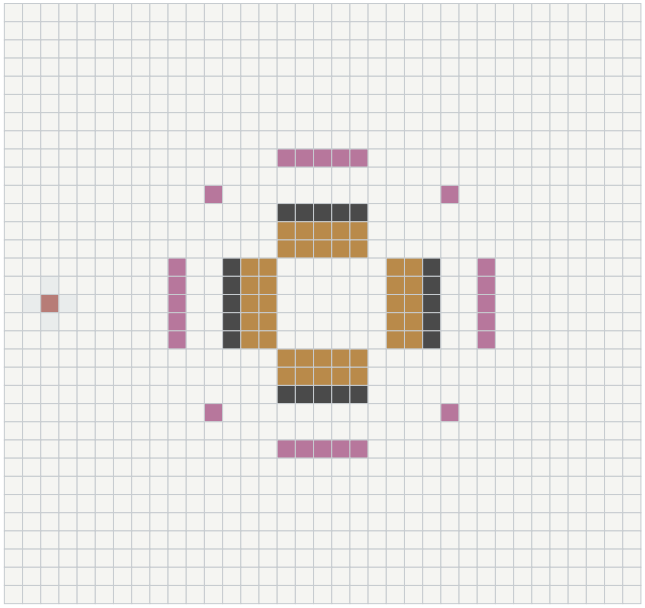
Layer 17 / Y=16 / +Z downward



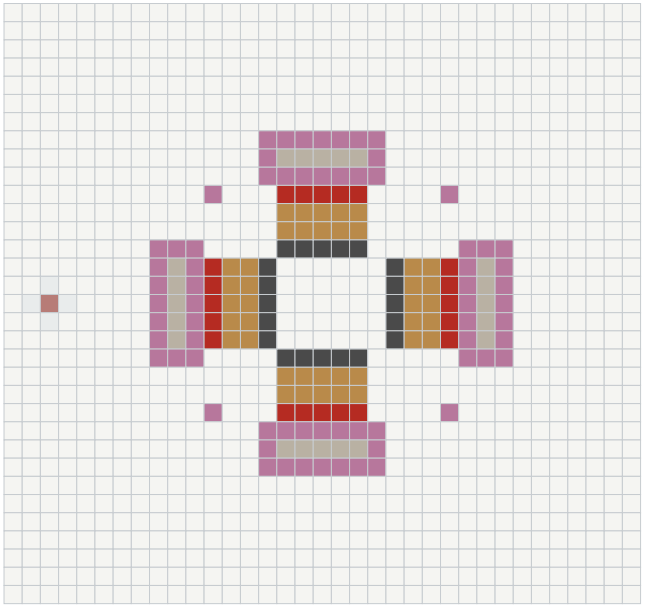
Layer 18 / Y=17 / +Z downward



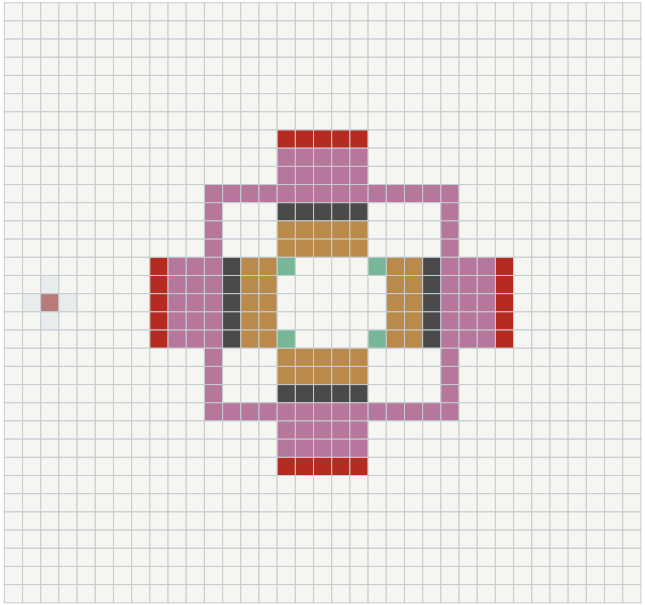
Layer 19 / Y=18 / +Z downward



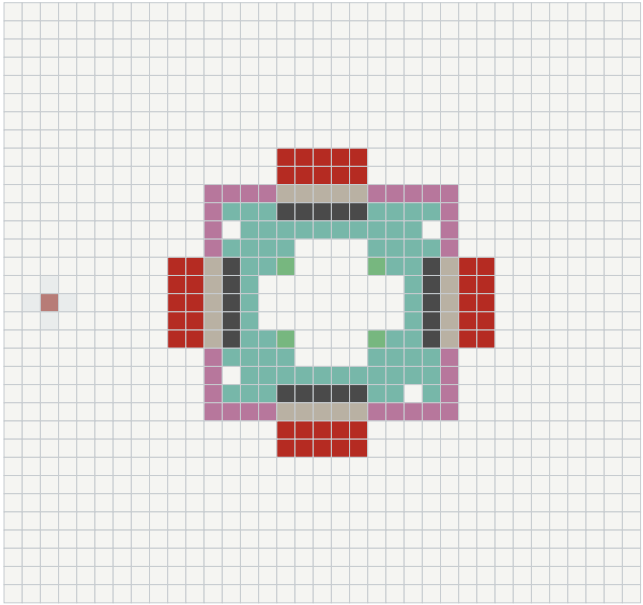
Layer 20 / Y=19 / +Z downward



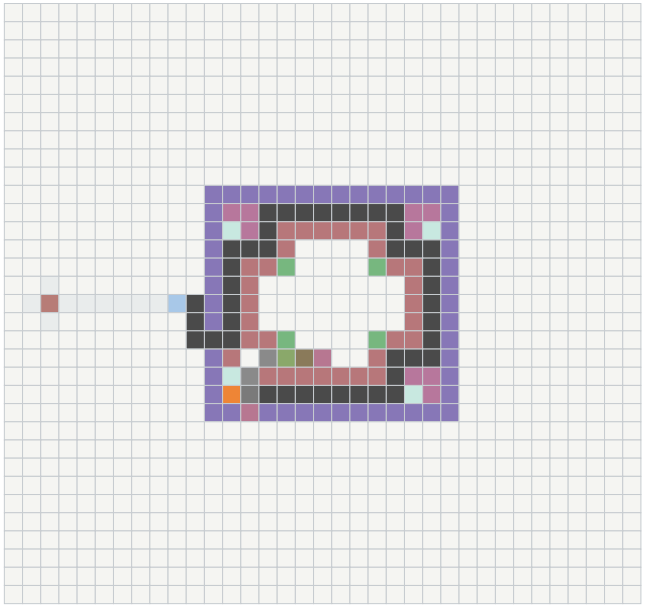
Layer 21 / Y=20 / +Z downward



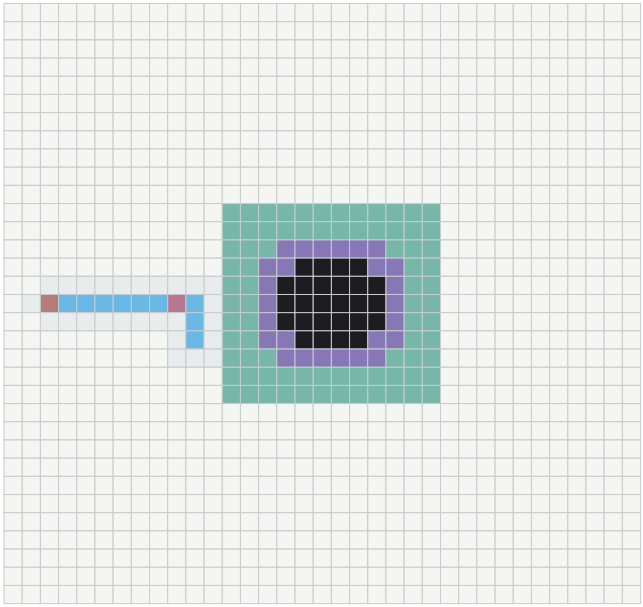
Layer 22 / Y=21 / +Z downward



Layer 23 / Y=22 / +Z downward



Layer 24 / Y=23 / +Z downward



Layer 25 / Y=24 / +Z downward

