Dome Item Sorter (Djsurowiec99)

90 x 90 footprint / 30 layers / Java 1.20.1 / 29838 occupied cells

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

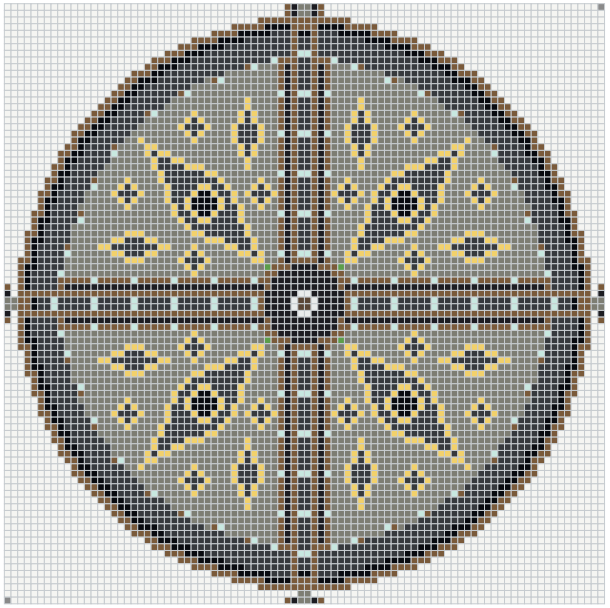
MATERIALS / INVENTORY ITEMS

Spruce Planks	6736
Gray Concrete	4072
Light Gray Concrete	3348
Black Stained Glass	2490
Dark Oak Planks	1961
Glowstone	1424
Quartz Stairs	888
Jungle Leaves	884
Black Concrete	760
Chest	660
Quartz Slab	605
Hopper	592
Bookshelf	494
Sea Lantern	472
Redstone Wire	467
White Stained Glass	420
Oak Fence	334
Spruce Trapdoor	306

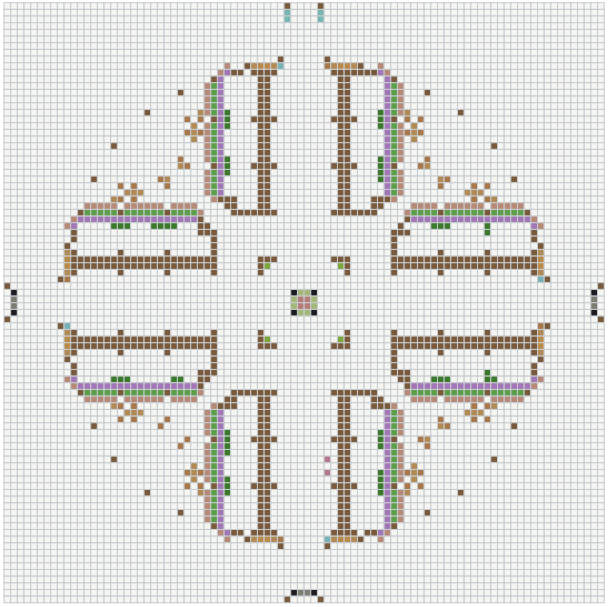


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

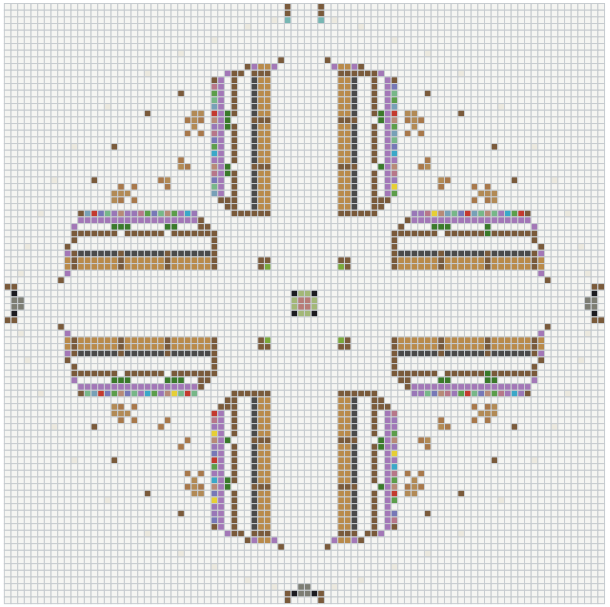
Layer 1 / Y=0 / +Z downward



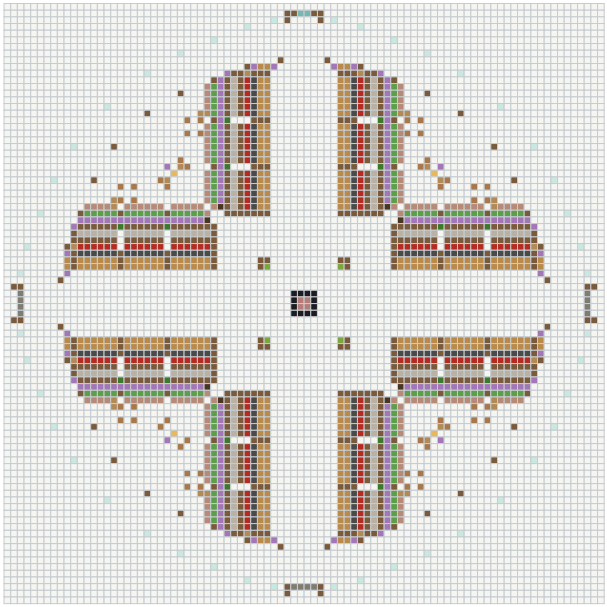
Layer 2 / Y=1 / +Z downward



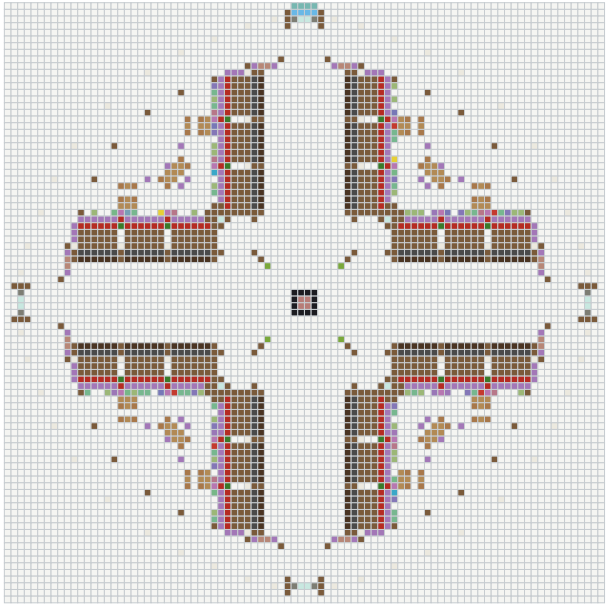
Layer 3 / Y=2 / +Z downward



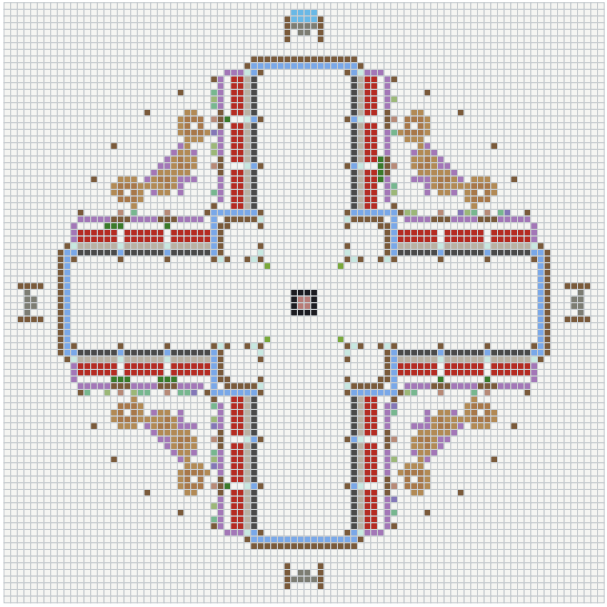
Layer 4 / Y=3 / +Z downward



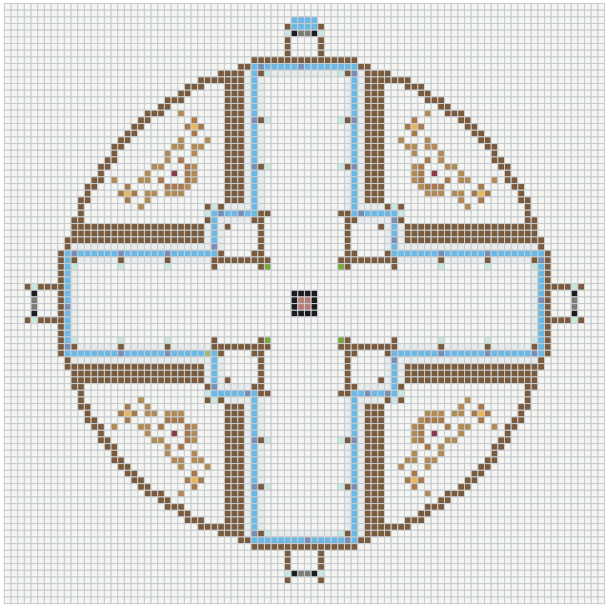
Layer 5 / Y=4 / +Z downward



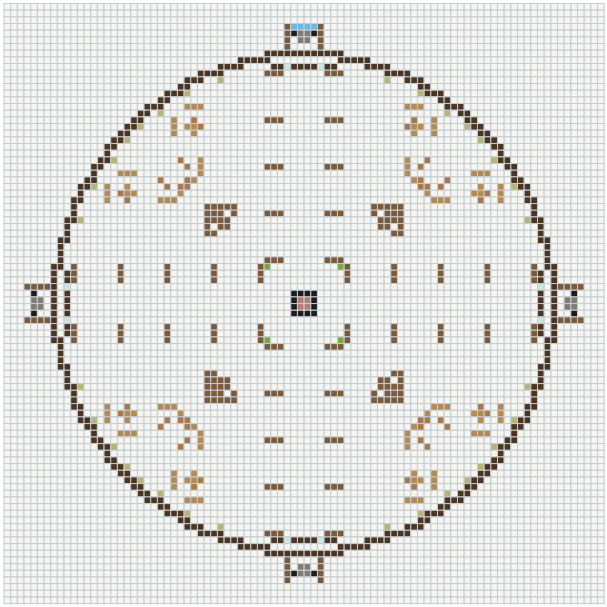
Layer 6 / Y=5 / +Z downward



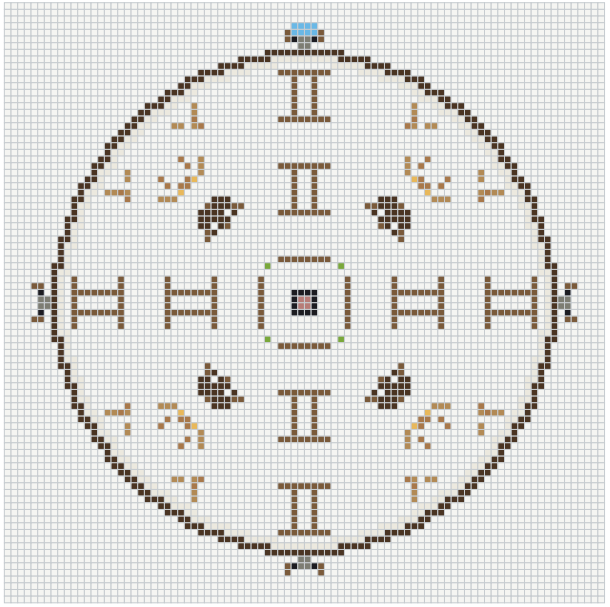
Layer 7 / Y=6 / +Z downward



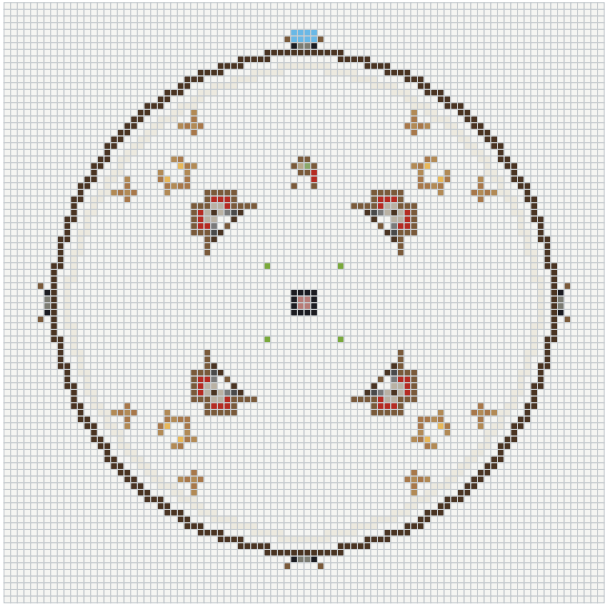
Layer 8 / Y=7 / +Z downward



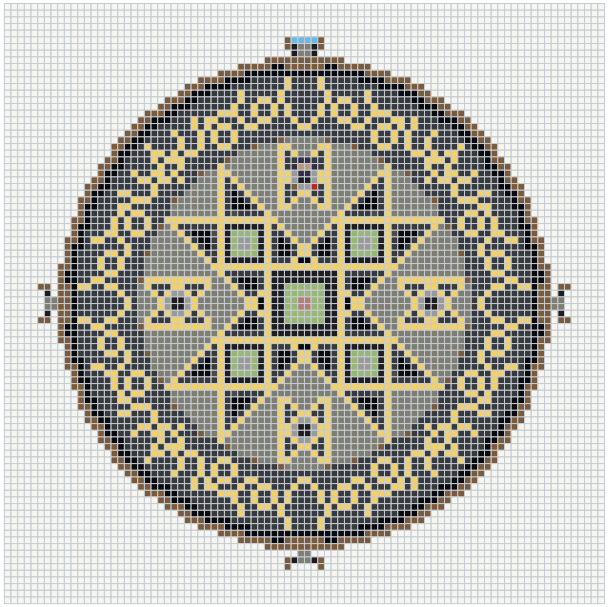
Layer 9 / Y=8 / +Z downward



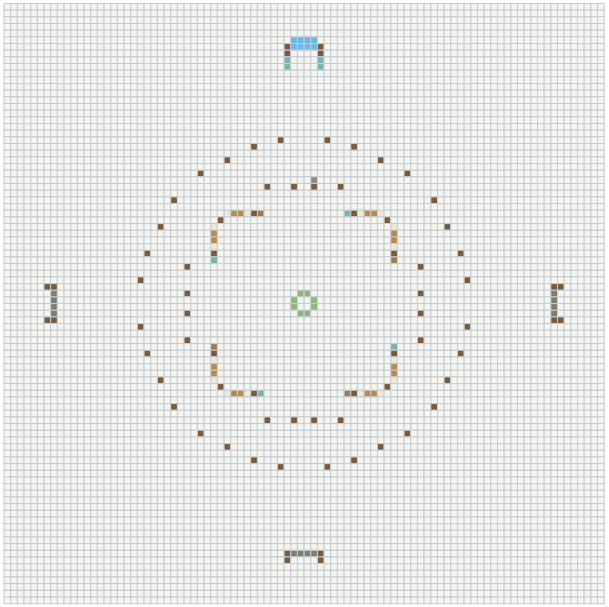
Layer 10 / Y=9 / +Z downward



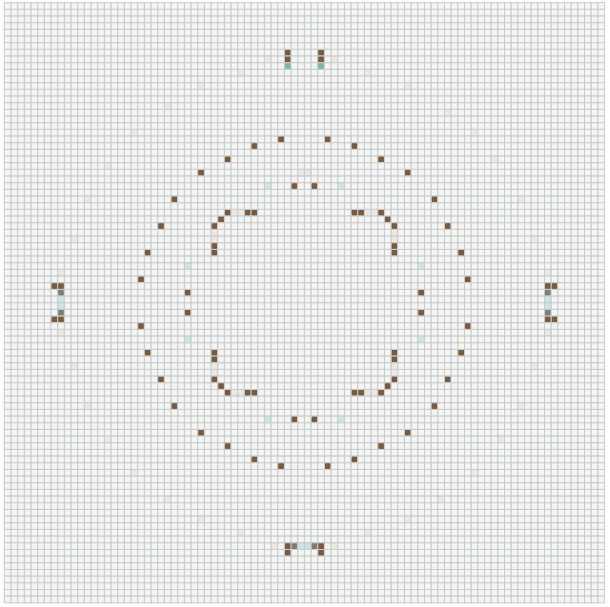
Layer 11 / Y=10 / +Z downward



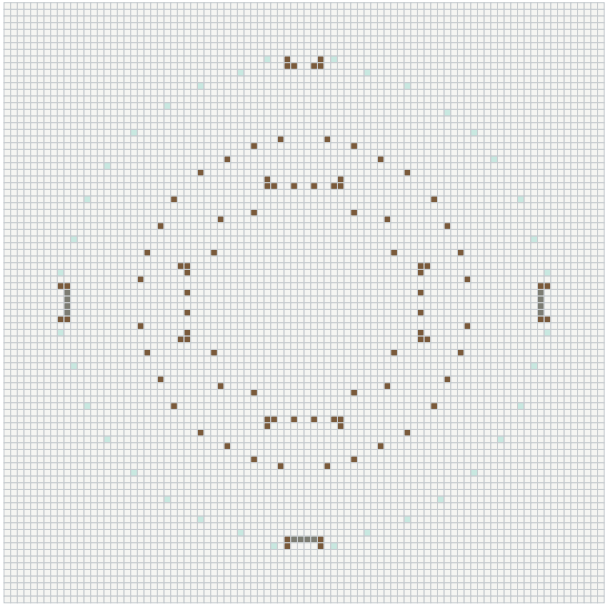
Layer 12 / Y=11 / +Z downward



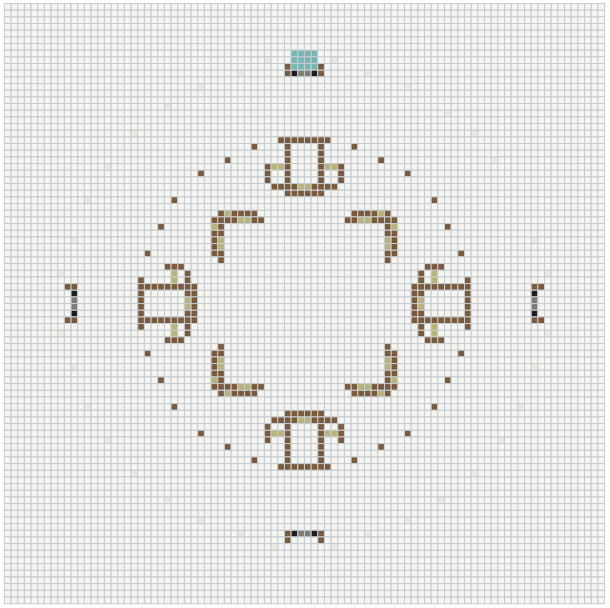
Layer 13 / Y=12 / +Z downward



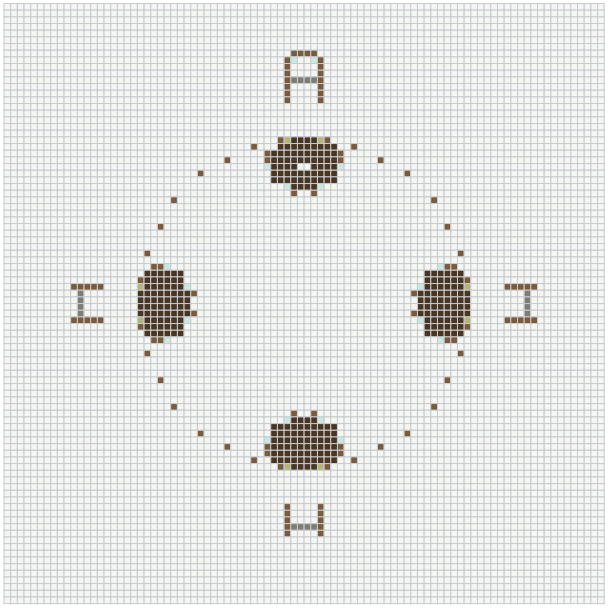
Layer 14 / Y=13 / +Z downward



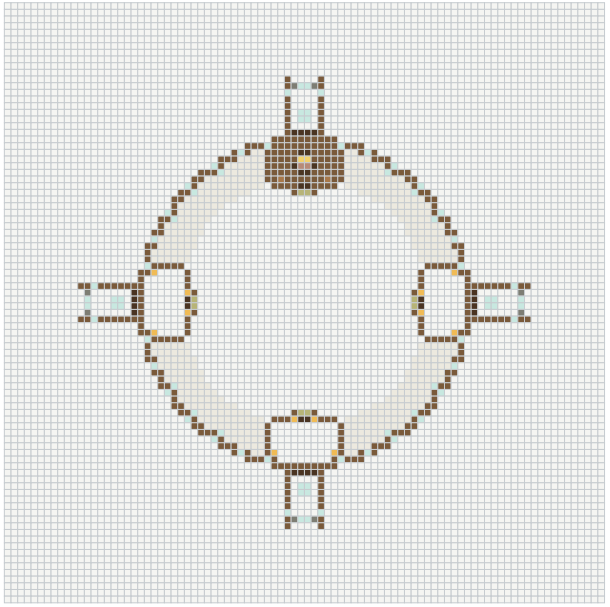
Layer 15 / Y=14 / +Z downward



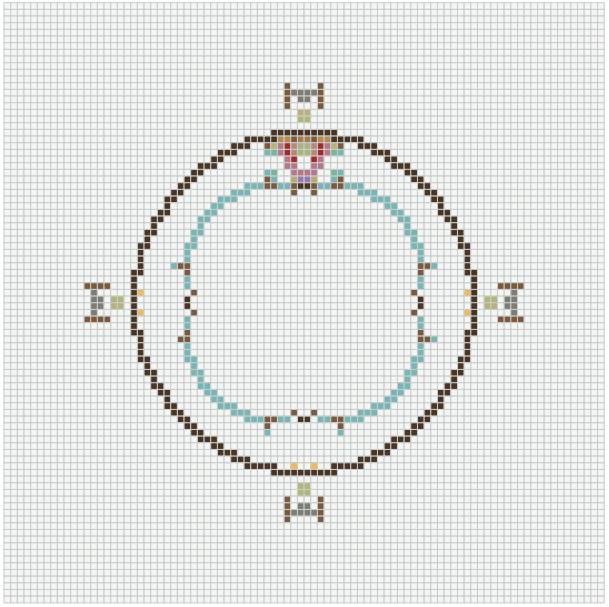
Layer 16 / Y=15 / +Z downward



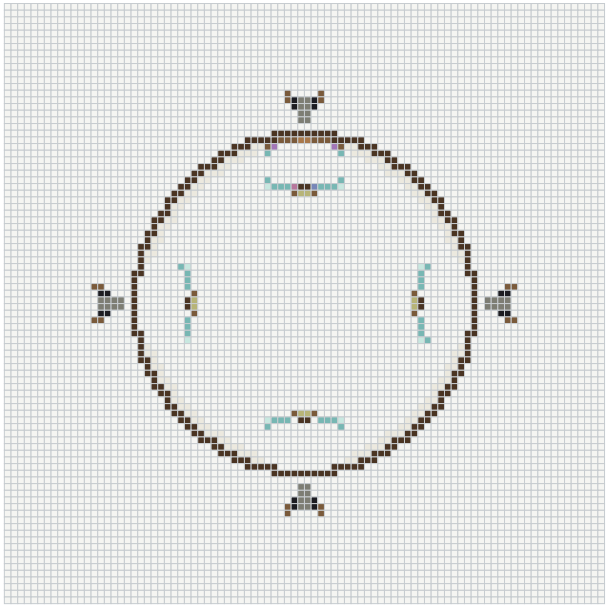
Layer 17 / Y=16 / +Z downward



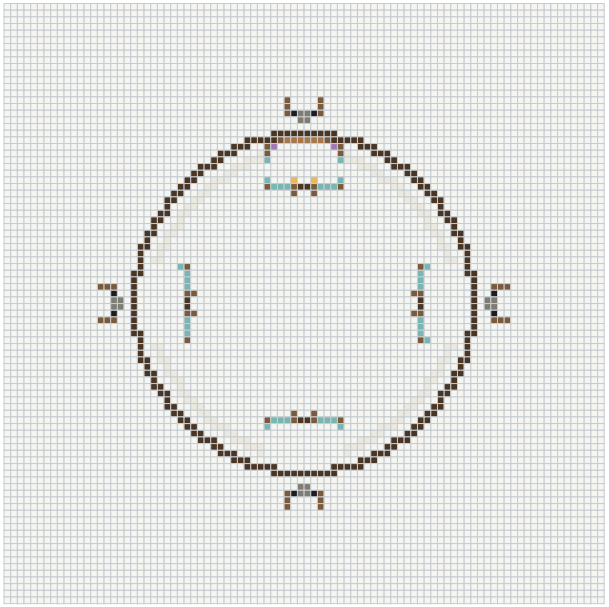
Layer 18 / Y=17 / +Z downward



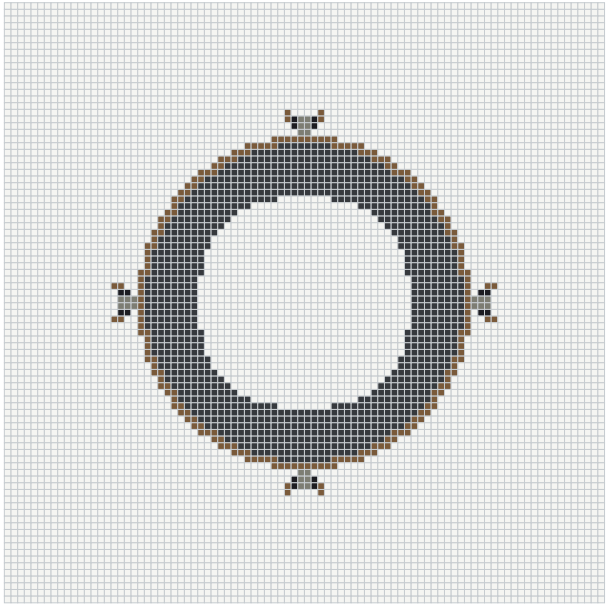
Layer 19 / Y=18 / +Z downward



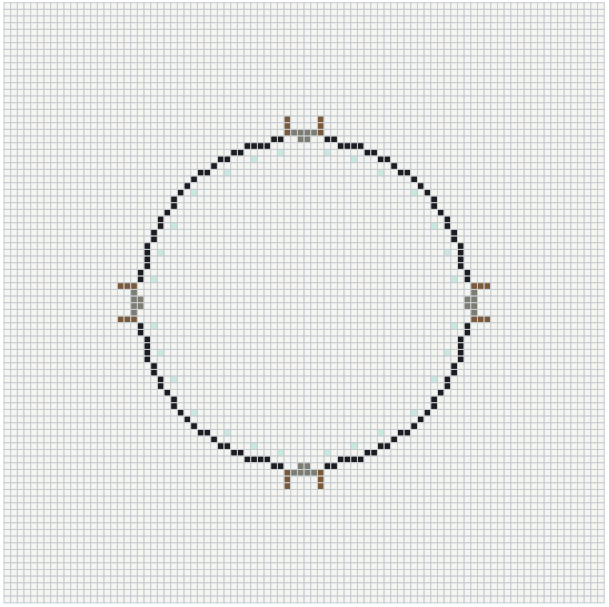
Layer 20 / Y=19 / +Z downward



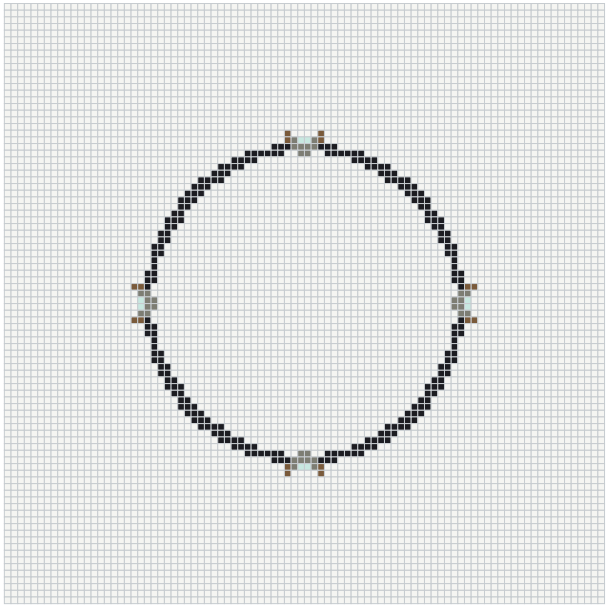
Layer 21 / Y=20 / +Z downward



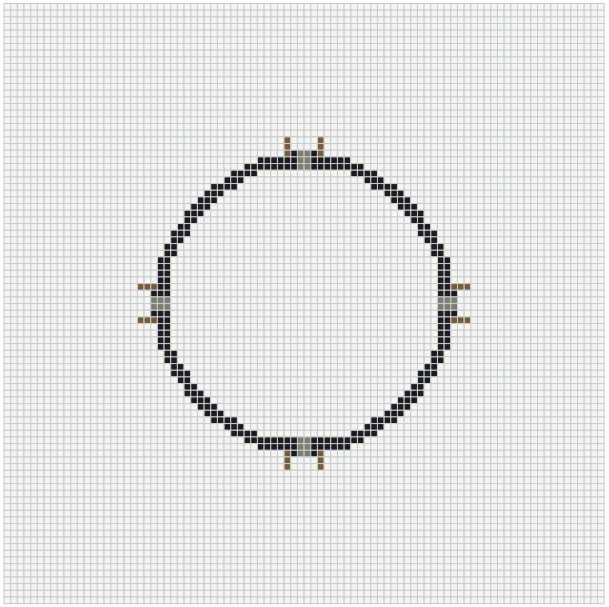
Layer 22 / Y=21 / +Z downward



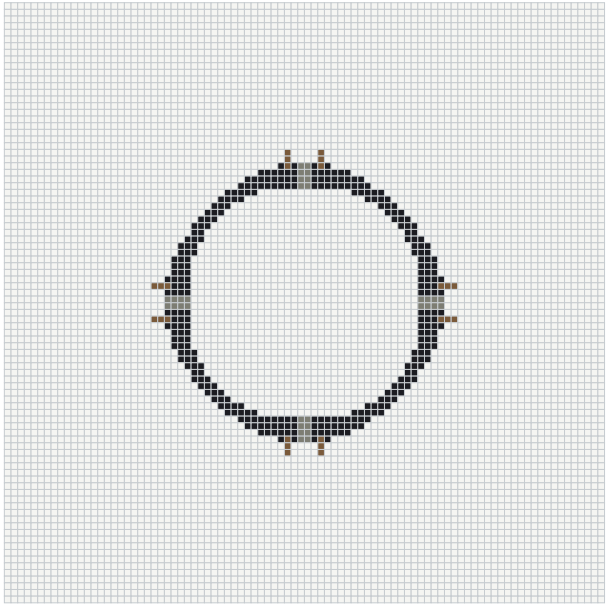
Layer 23 / Y=22 / +Z downward



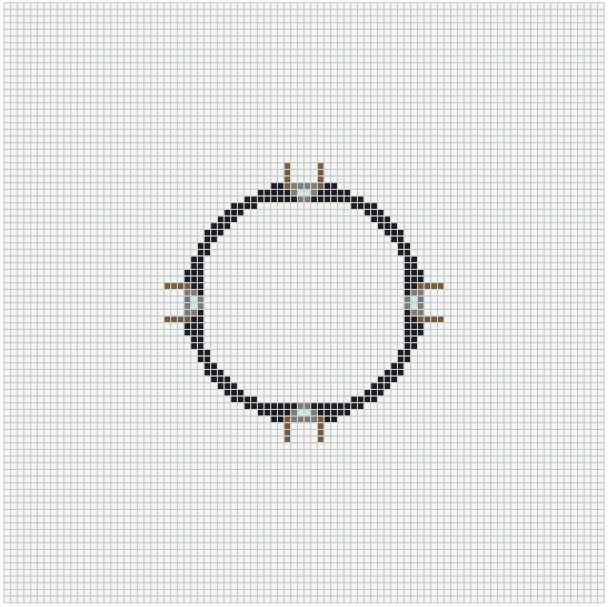
Layer 24 / Y=23 / +Z downward



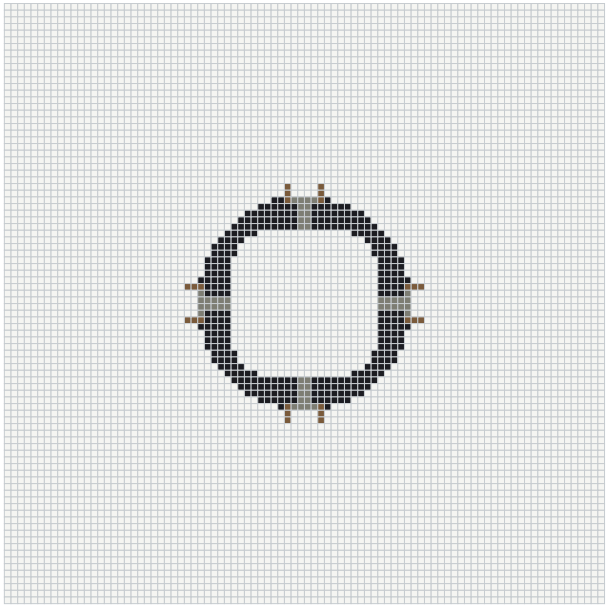
Layer 25 / Y=24 / +Z downward



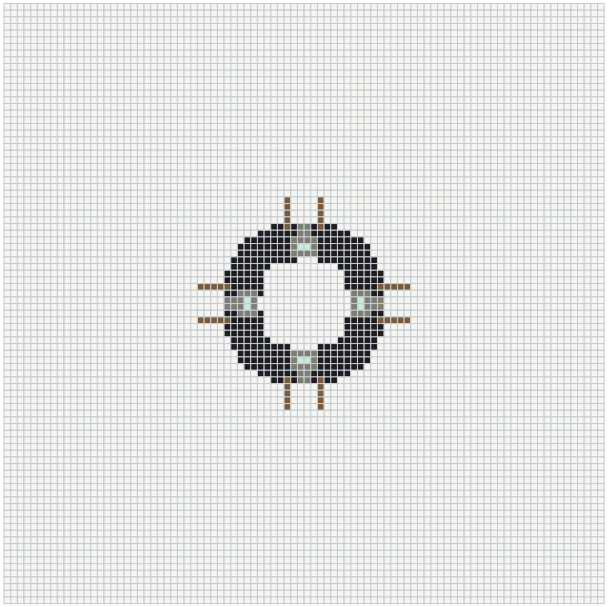
Layer 26 / Y=25 / +Z downward



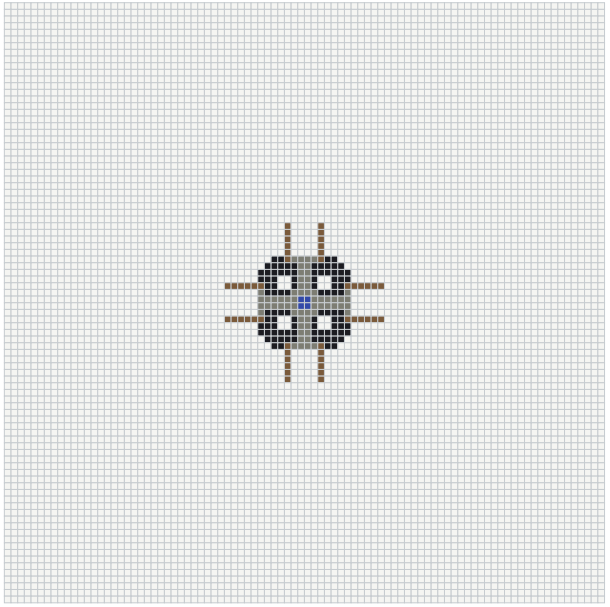
Layer 27 / Y=26 / +Z downward



Layer 28 / Y=27 / +Z downward



Layer 29 / Y=28 / +Z downward



Layer 30 / Y=29 / +Z downward

