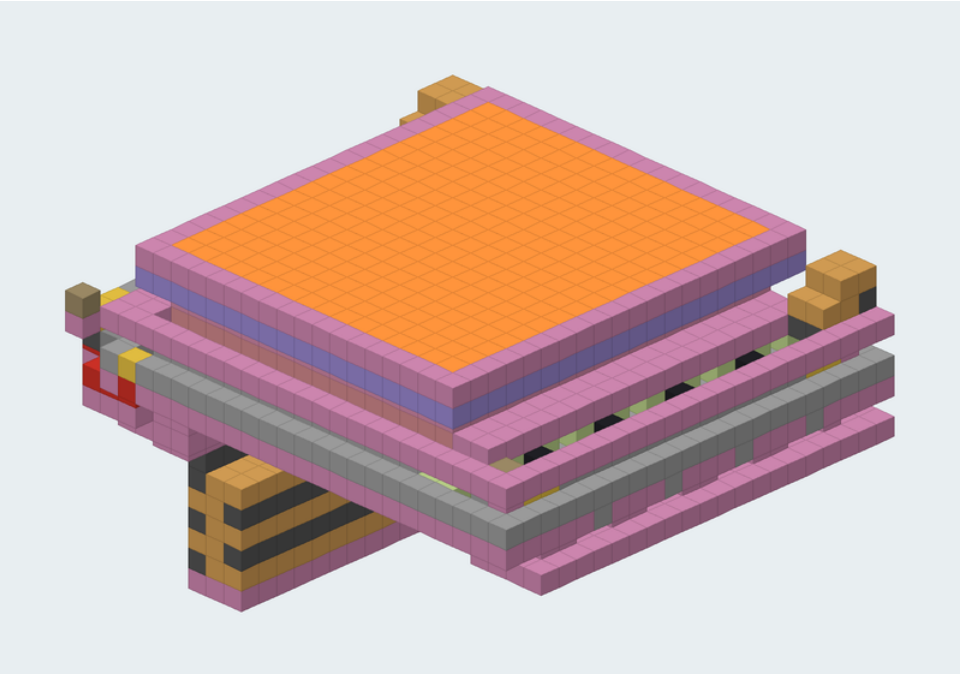
Automatic Lava Farm (Madro420)

26 x 22 footprint / 18 layers / Java 1.20.1 / 3567 occupied cells

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

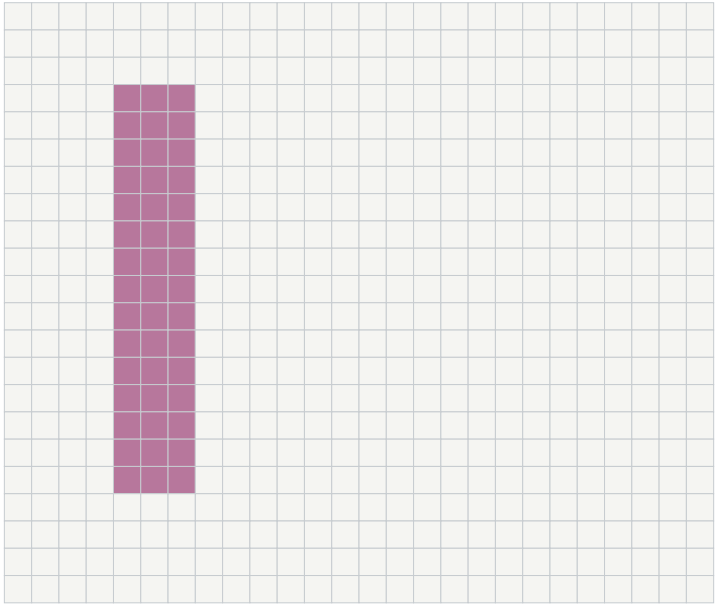
MATERIALS / INVENTORY ITEMS

Polished Blackstone Bricks	1109
Dripstone Block	288
Lava	288
Pointed Dripstone	287
Lava Cauldron	286
Rail	247
Warped Fence	227
Chest	166
Hopper	129
Polished Blackstone Brick Stairs	72
Redstone Wire	61
Dropper	27
Glowstone	26
Observer	18
Powered Rail	18
Piston	17
Redstone Block	14
Warped Fence Gate	14

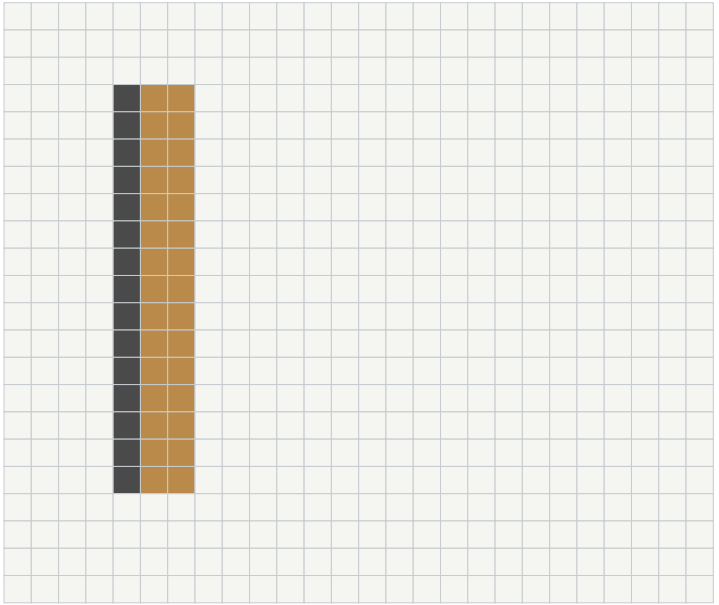


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

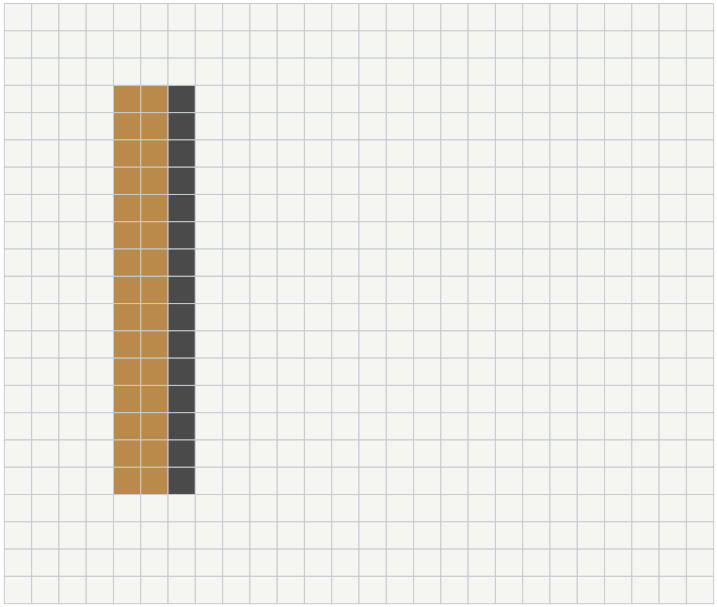
Layer 1 / Y=0 / +Z downward



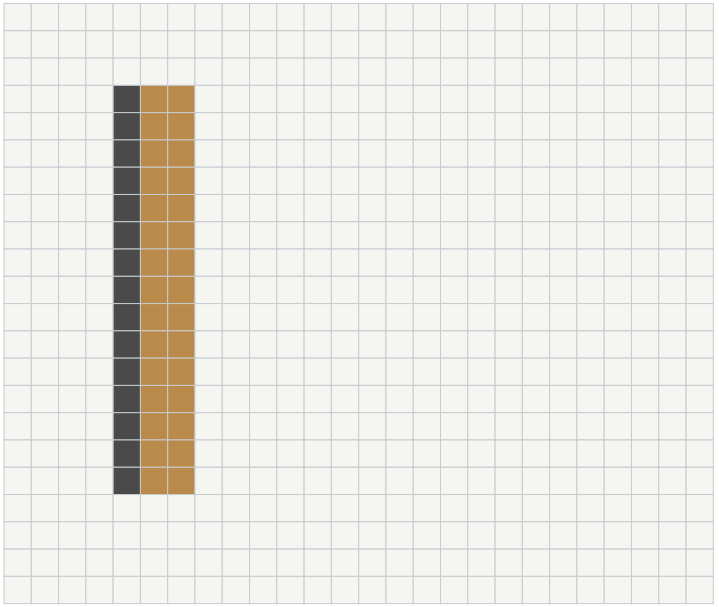
Layer 2 / Y=1 / +Z downward



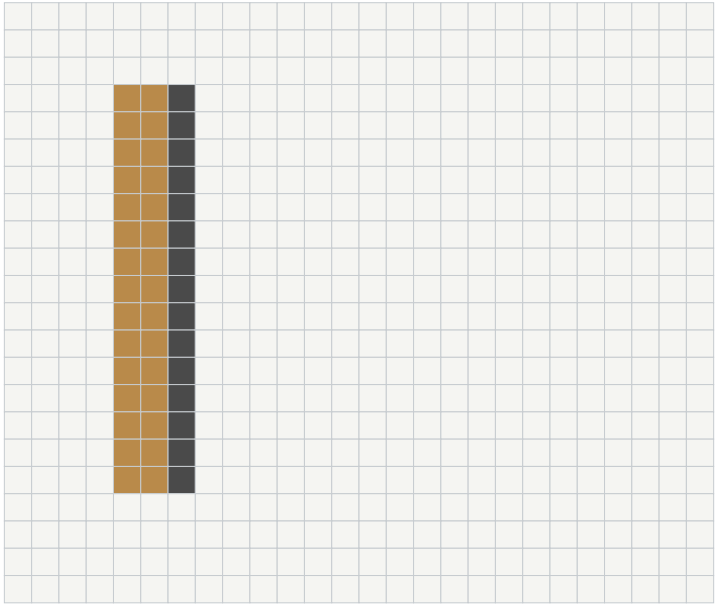
Layer 3 / Y=2 / +Z downward



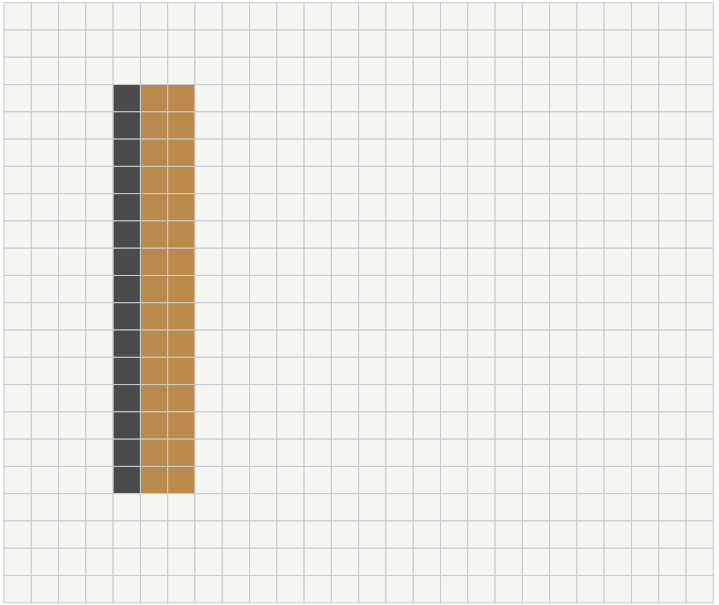
Layer 4 / Y=3 / +Z downward



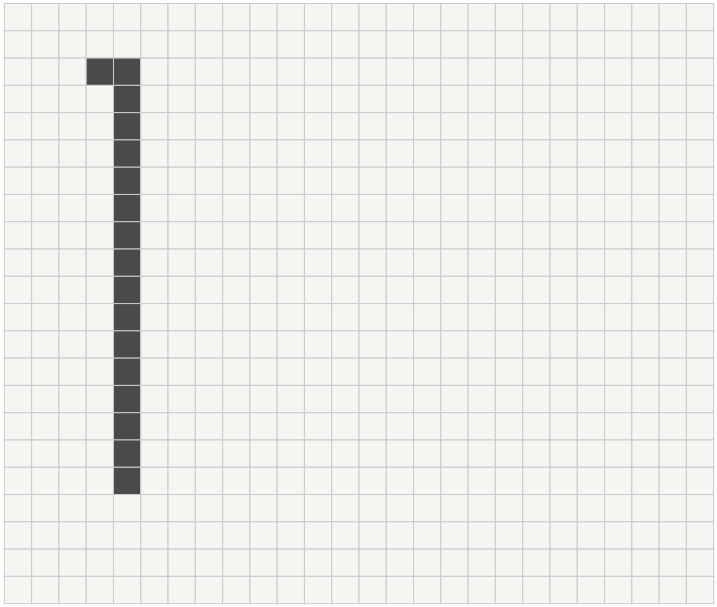
Layer 5 / Y=4 / +Z downward



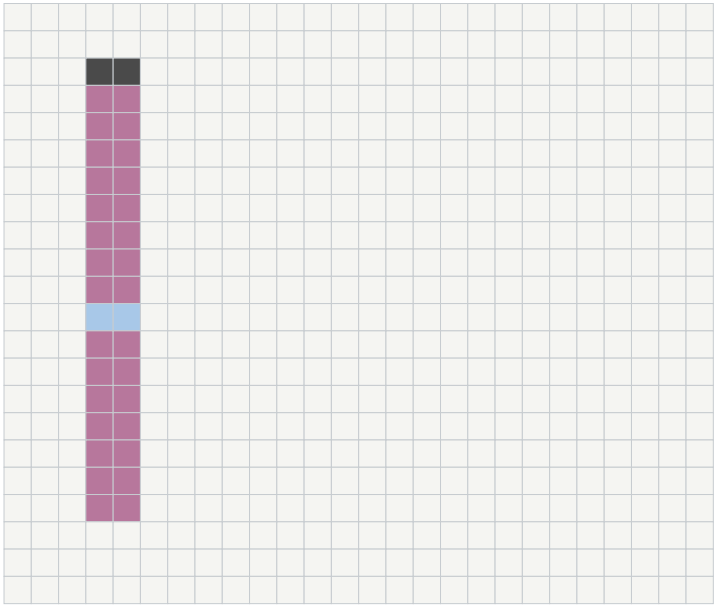
Layer 6 / Y=5 / +Z downward



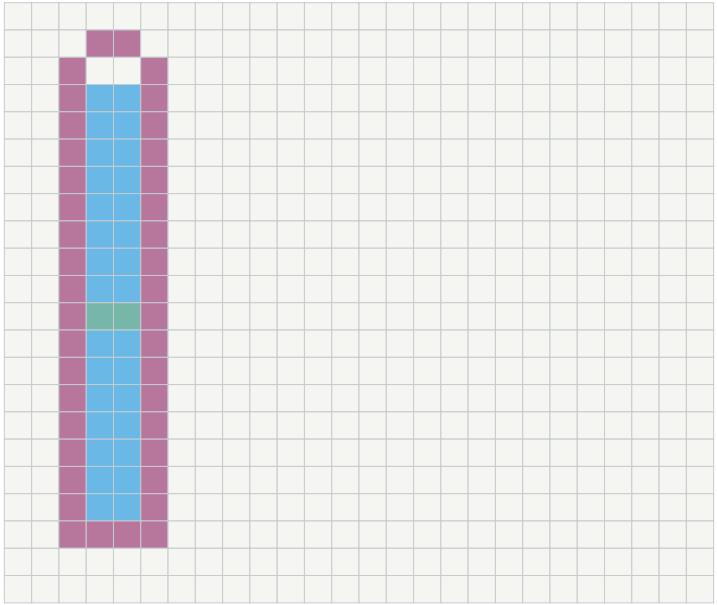
Layer 7 / Y=6 / +Z downward



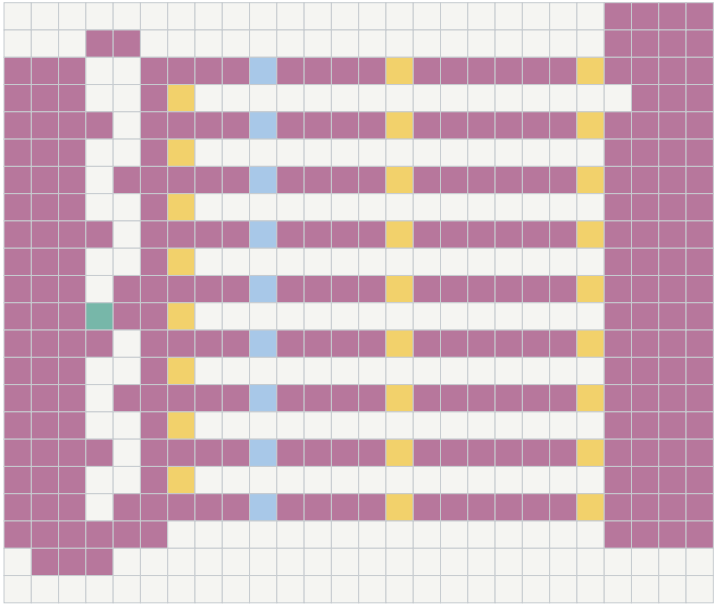
Layer 8 / Y=7 / +Z downward



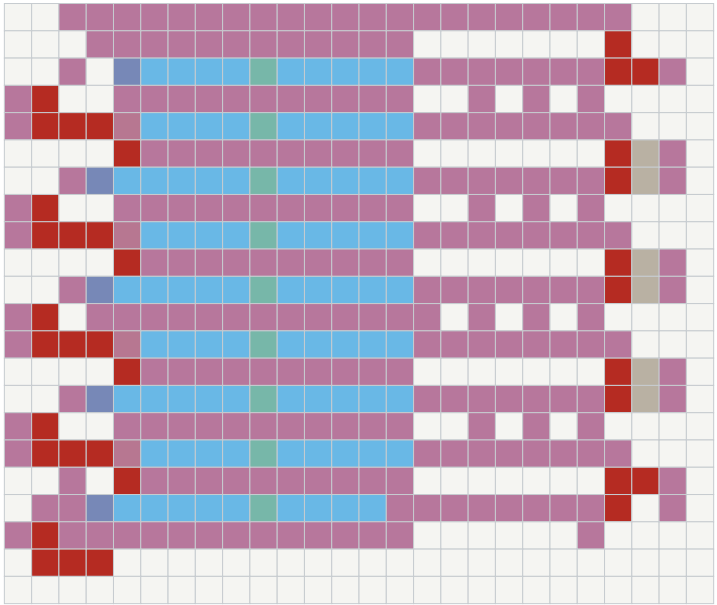
Layer 9 / Y=8 / +Z downward



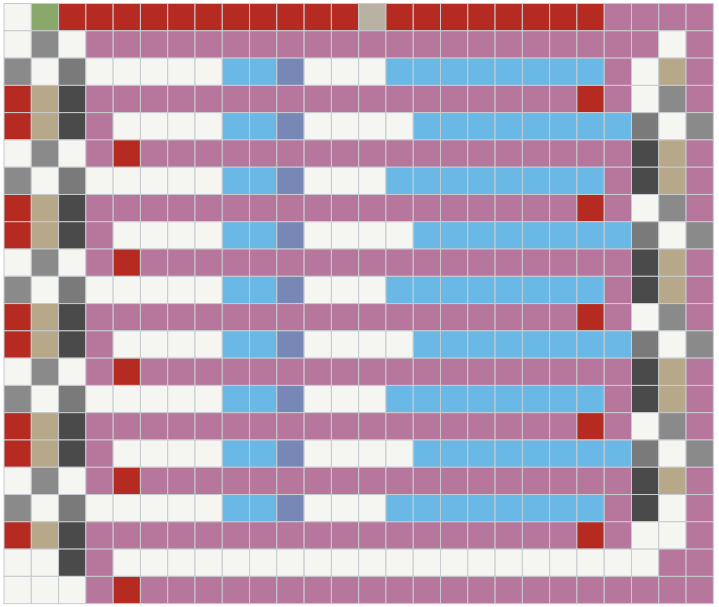
Layer 10 / Y=9 / +Z downward



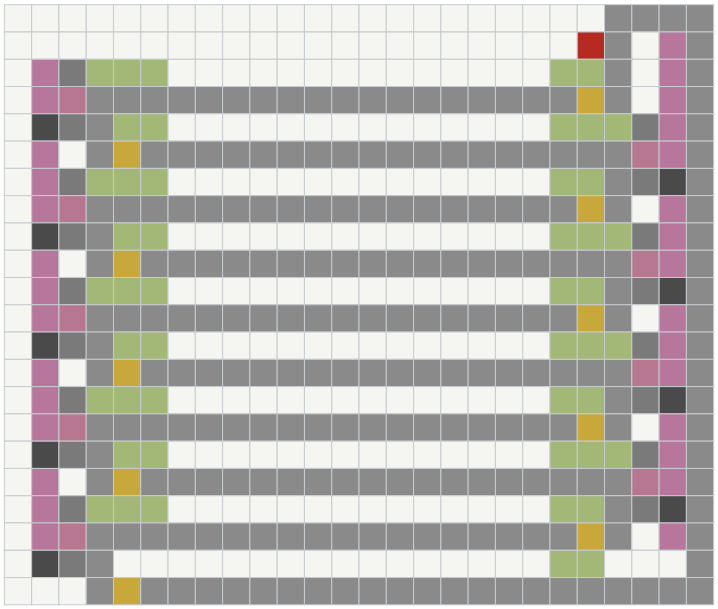
Layer 11 / Y=10 / +Z downward



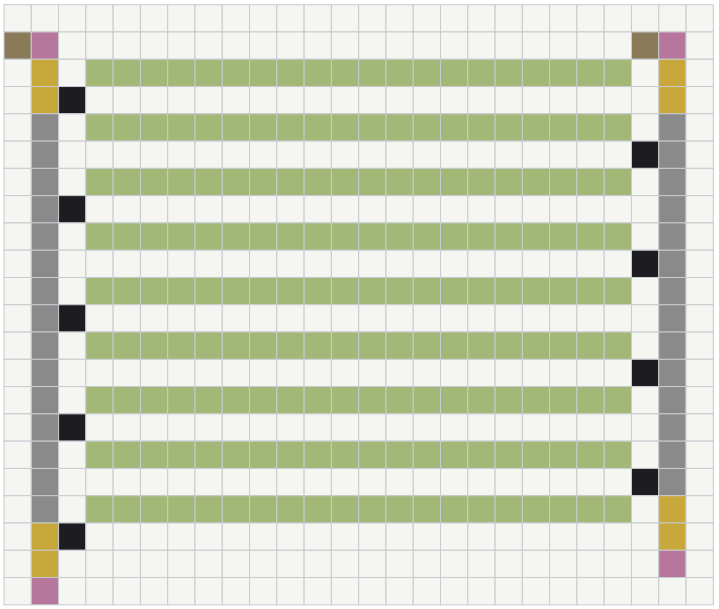
Layer 12 / Y=11 / +Z downward



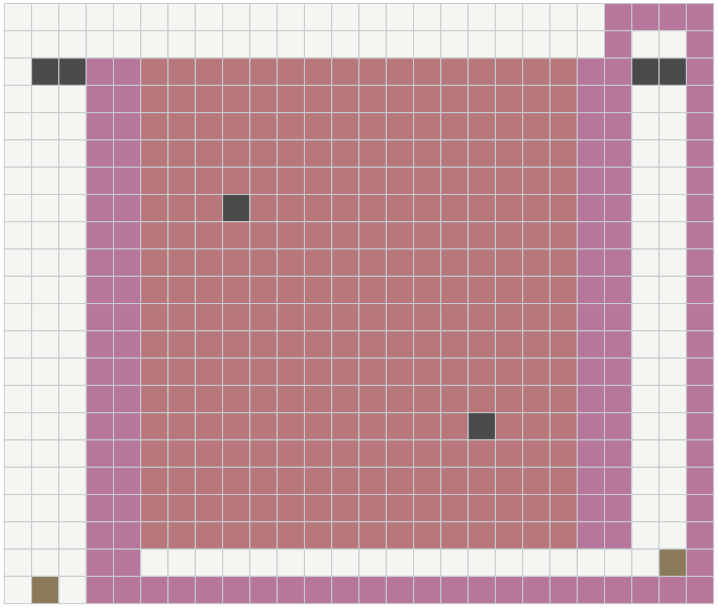
Layer 13 / Y=12 / +Z downward



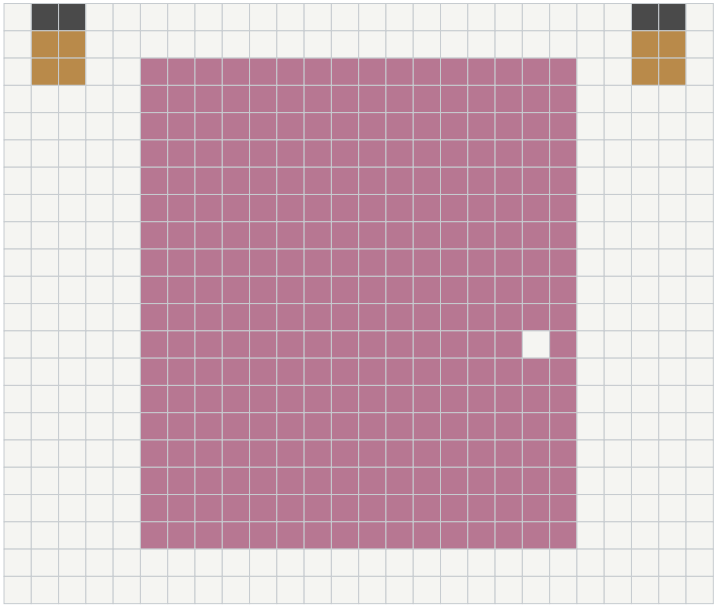
Layer 14 / Y=13 / +Z downward



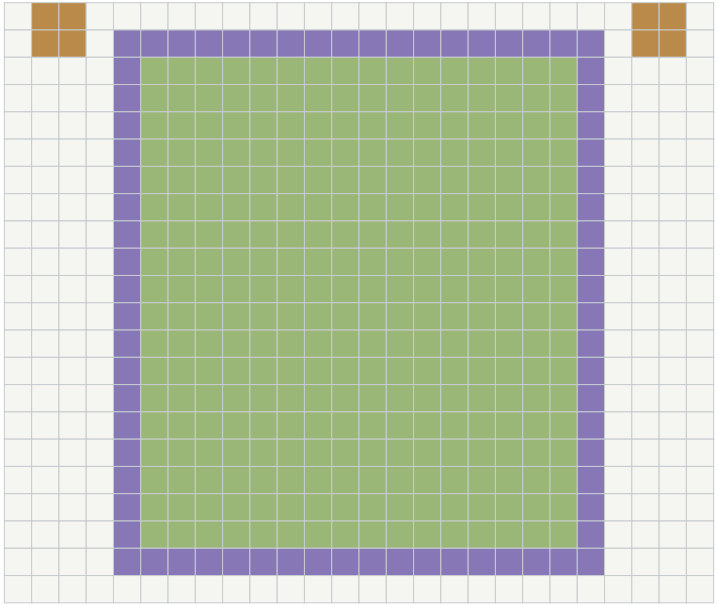
Layer 15 / Y=14 / +Z downward



Layer 16 / Y=15 / +Z downward



Layer 17 / Y=16 / +Z downward



Layer 18 / Y=17 / +Z downward

