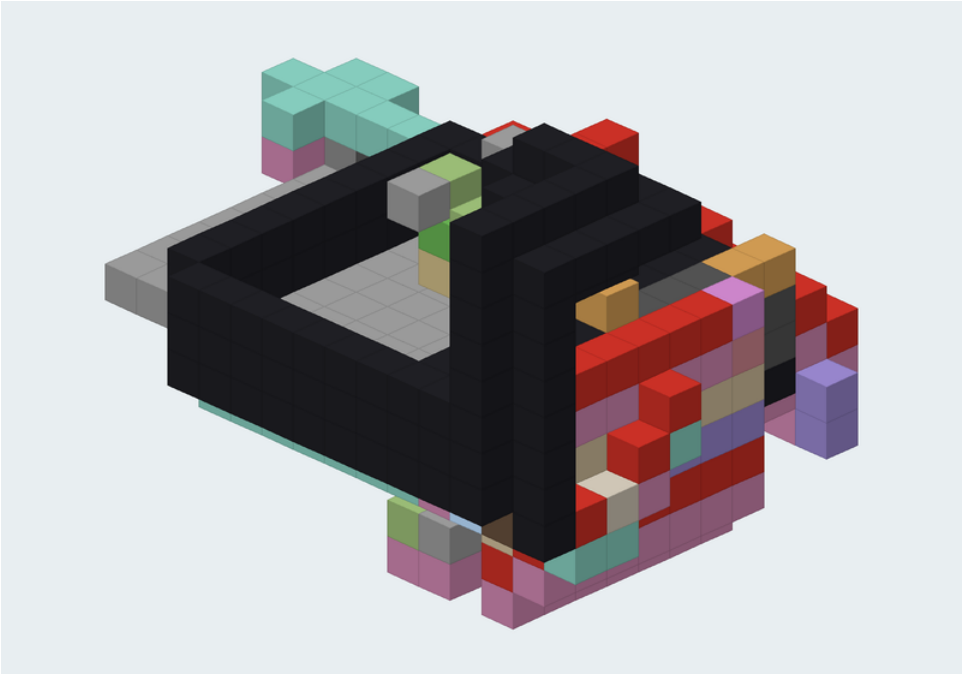
Automatic Moss Farm (Madro420)

18 x 15 footprint / 12 layers / Java 1.20.1 / 711 occupied cells

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

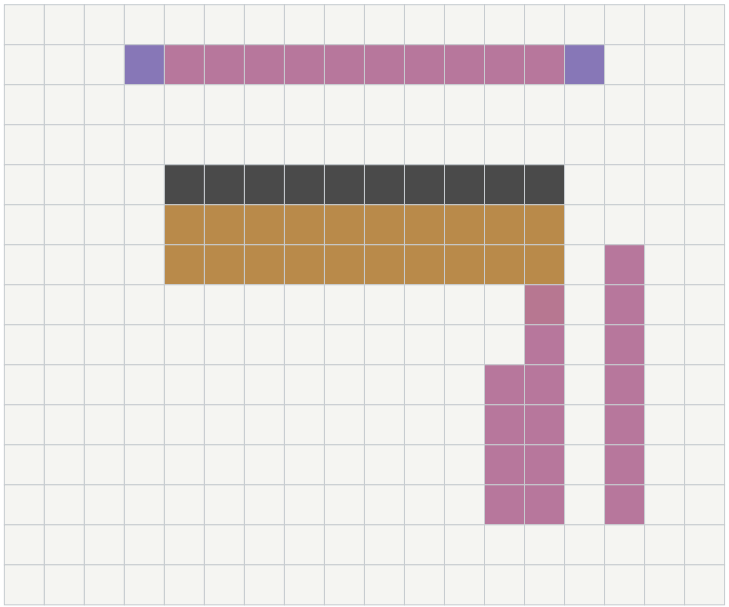
MATERIALS / INVENTORY ITEMS

Black Stained Glass	130
Polished Blackstone Bricks	115
Stone	91
Chest	66
Hopper	65
Redstone Wire	62
End Rod	30
Polished Blackstone Brick Slab	21
Piston	15
Repeater	15
Polished Blackstone Brick Stairs	11
Redstone Wall Torch	11
Comparator	10
Lava	10
Bubble Column	7
Crimson Trapdoor	7
Observer	6
Sticky Piston	6

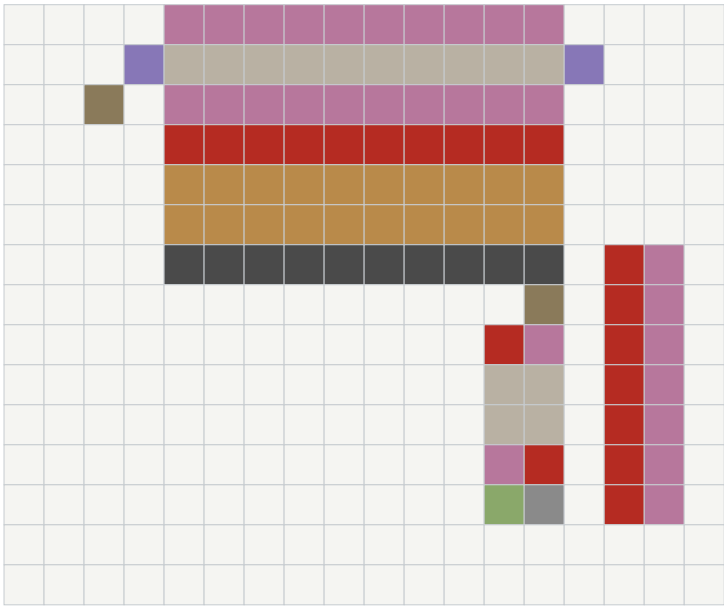


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

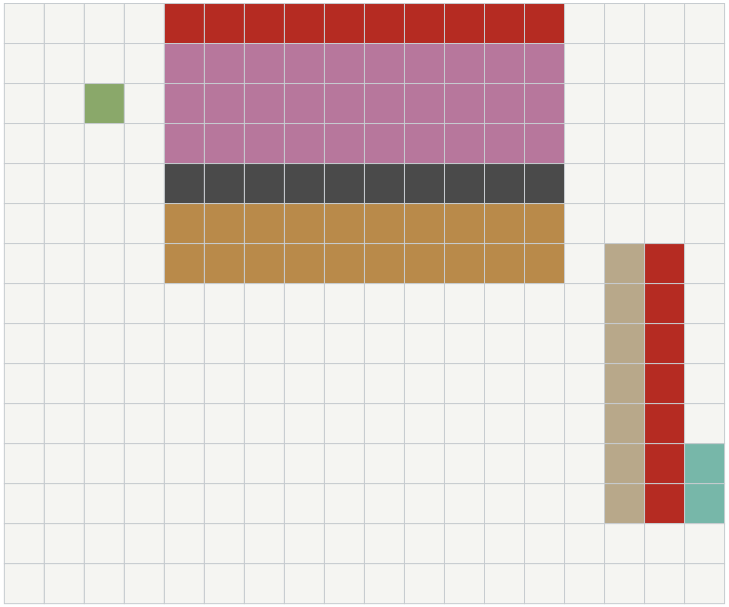
Layer 1 / Y=0 / +Z downward



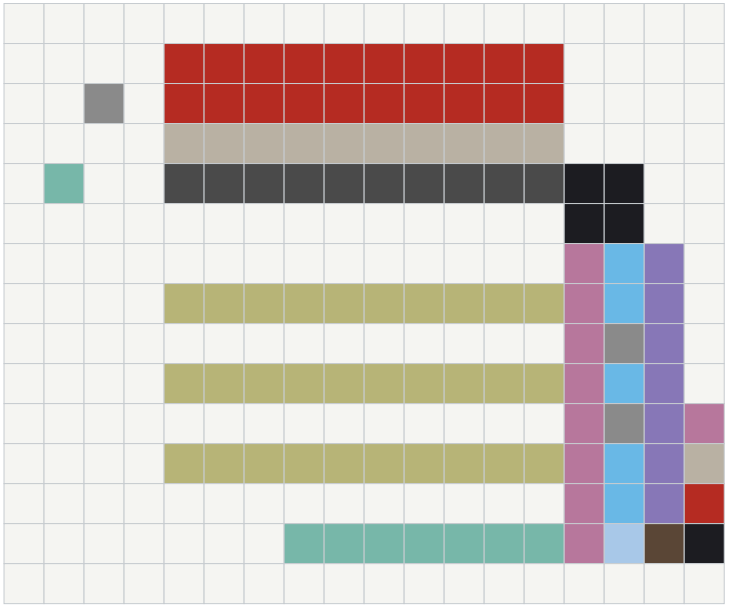
Layer 2 / Y=1 / +Z downward



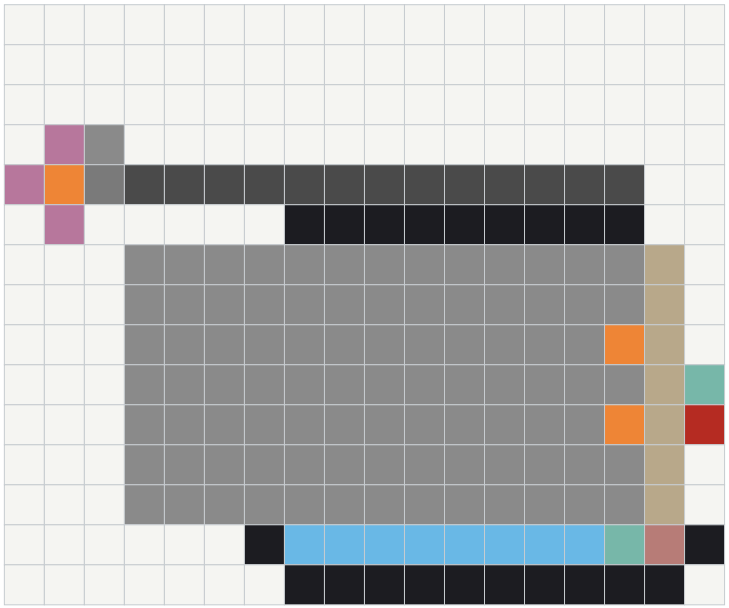
Layer 3 / Y=2 / +Z downward



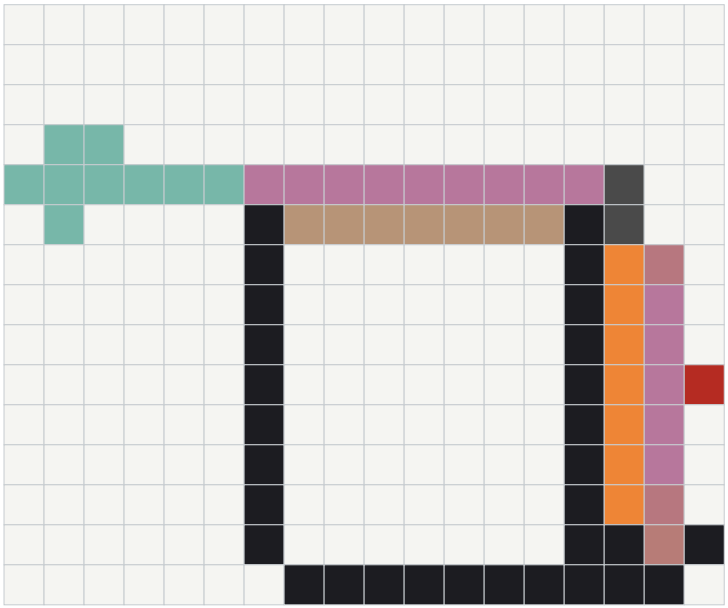
Layer 4 / Y=3 / +Z downward



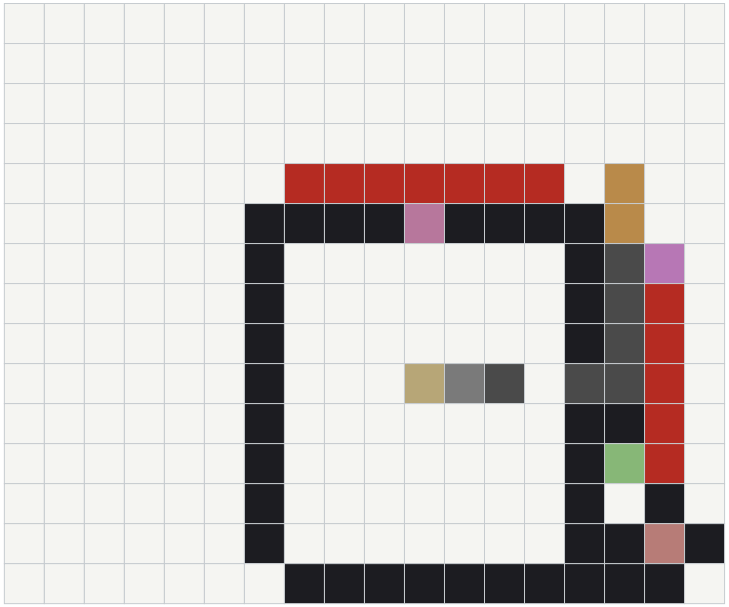
Layer 5 / Y=4 / +Z downward



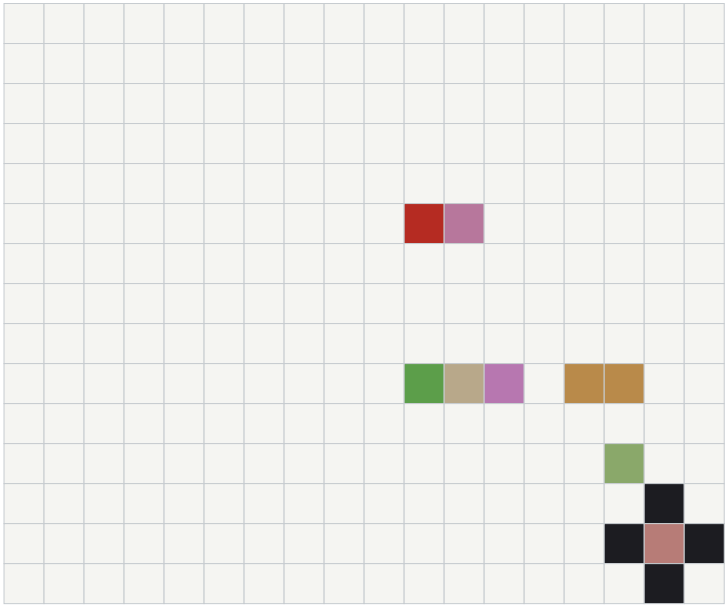
Layer 6 / Y=5 / +Z downward



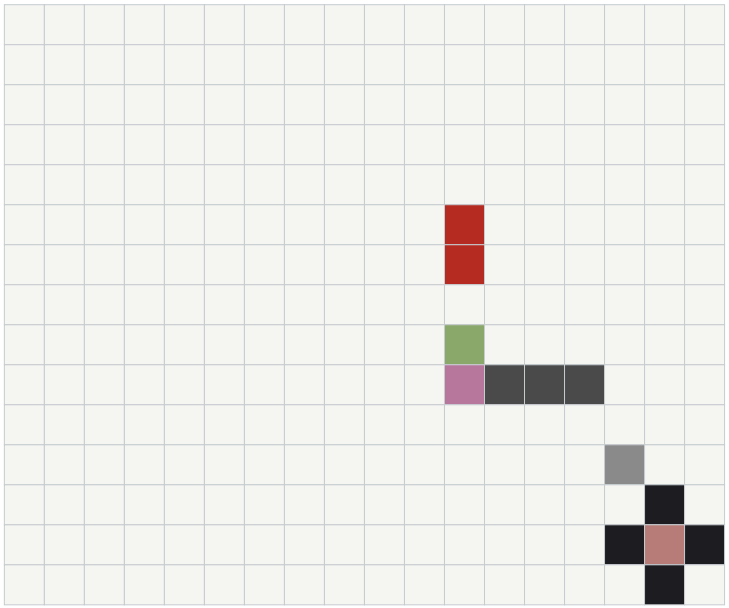
Layer 7 / Y=6 / +Z downward



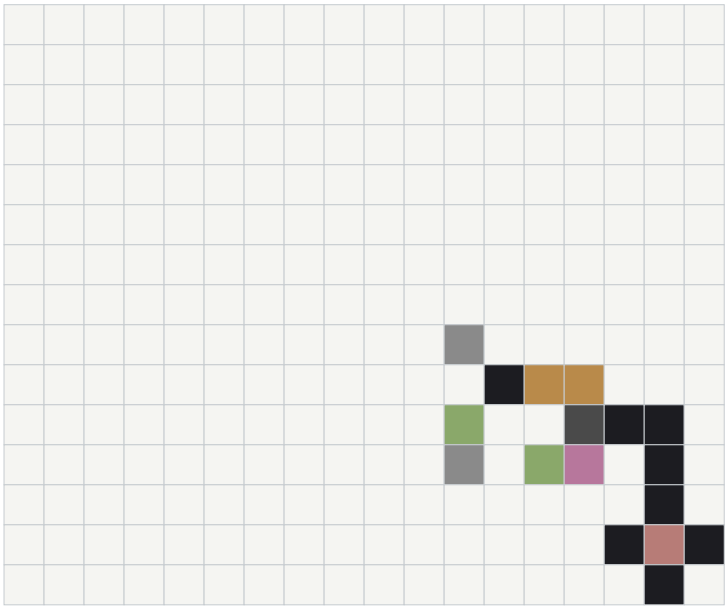
Layer 8 / Y=7 / +Z downward



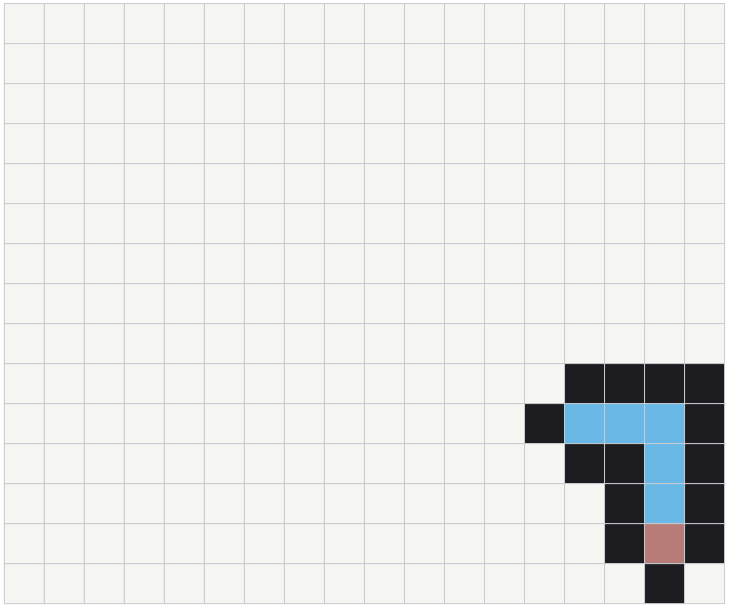
Layer 9 / Y=8 / +Z downward



Layer 10 / Y=9 / +Z downward



Layer 11 / Y=10 / +Z downward



Layer 12 / Y=11 / +Z downward

