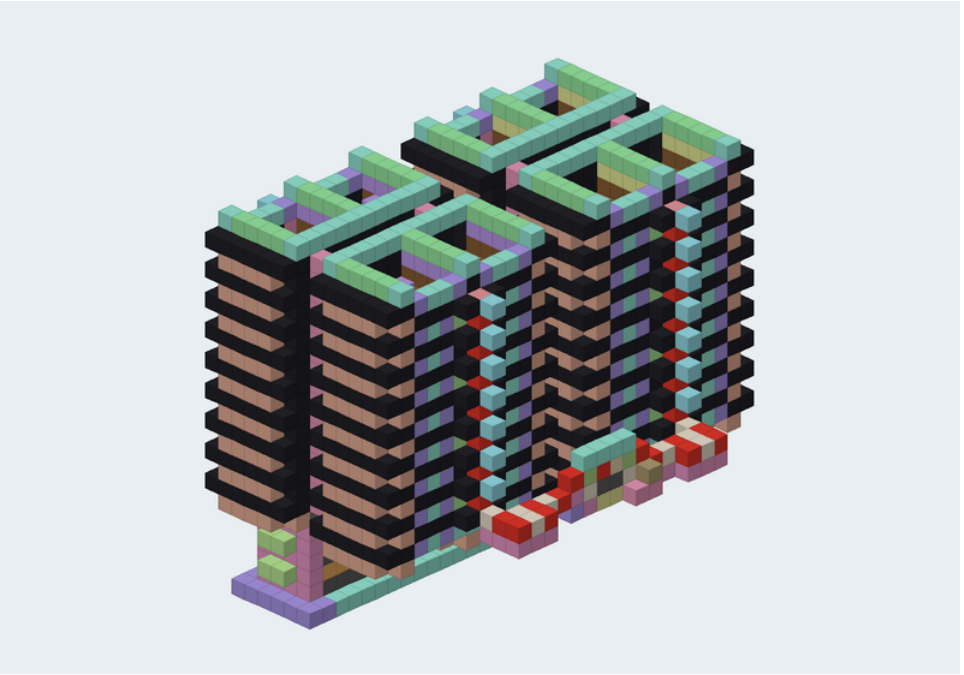
Automatic Mushroom Farm (Madro420)

22 x 28 footprint / 25 layers / Java 1.20.1 / 5172 occupied cells

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

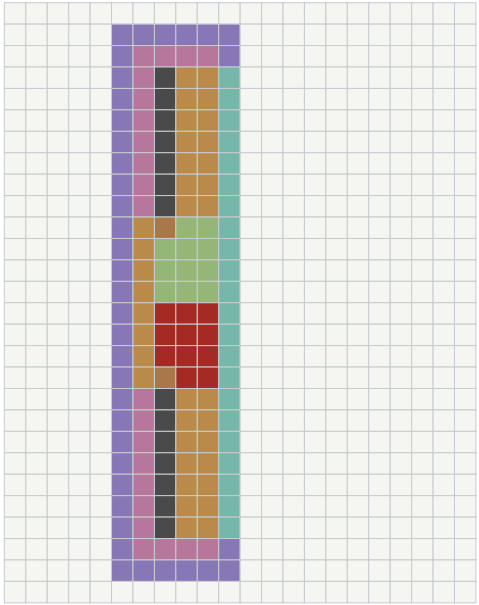
MATERIALS / INVENTORY ITEMS

Podzol	1456
Black Stained Glass	816
Spruce Trapdoor	436
Black Stained Glass Pane	432
Polished Blackstone Brick Slab	282
Polished Blackstone Brick Stairs	266
Red Mushroom	228
Brown Mushroom	225
Warped Trapdoor	200
Chest	192
Polished Blackstone Bricks	160
Hopper	132
Chain	48
Redstone Wire	45
Chiseled Polished Blackstone	32
Target	32
Redstone Torch	28
Warped Button	28

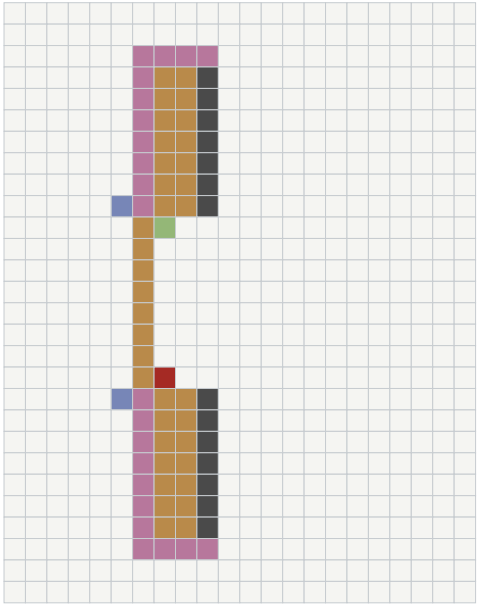


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

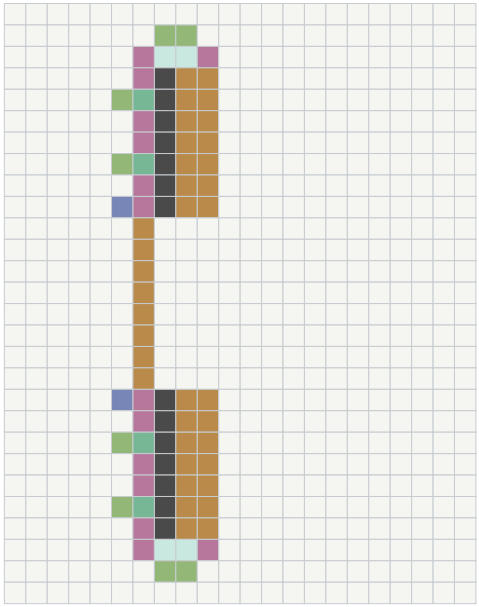
Layer 1 / Y=0 / +Z downward



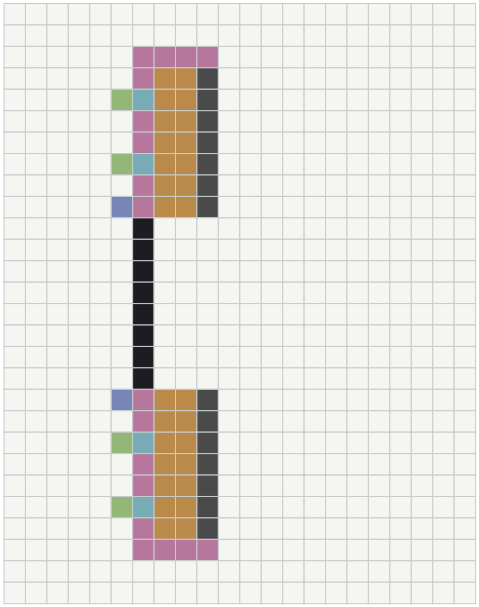
Layer 2 / Y=1 / +Z downward



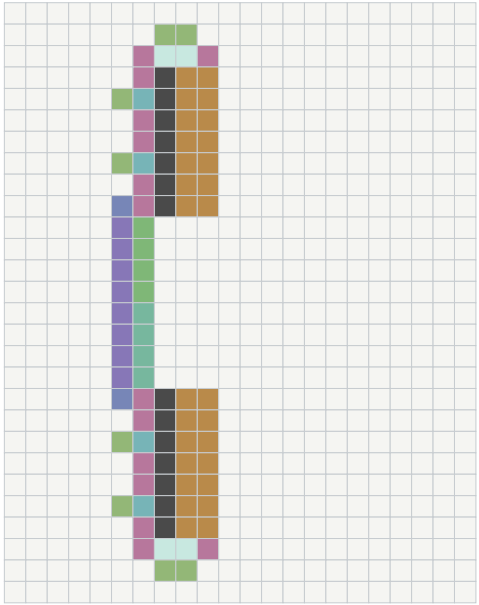
Layer 3 / Y=2 / +Z downward



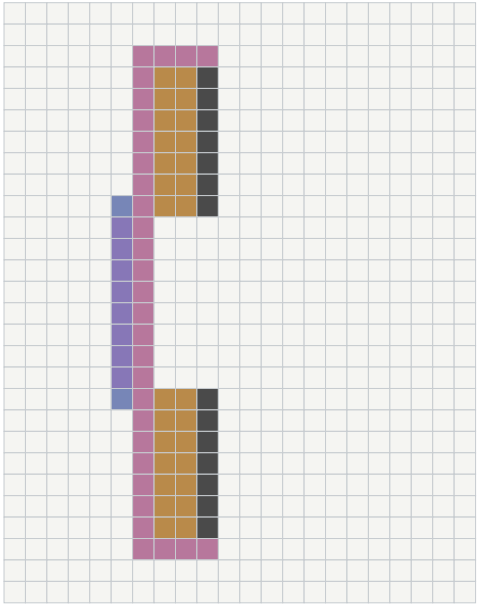
Layer 4 / Y=3 / +Z downward



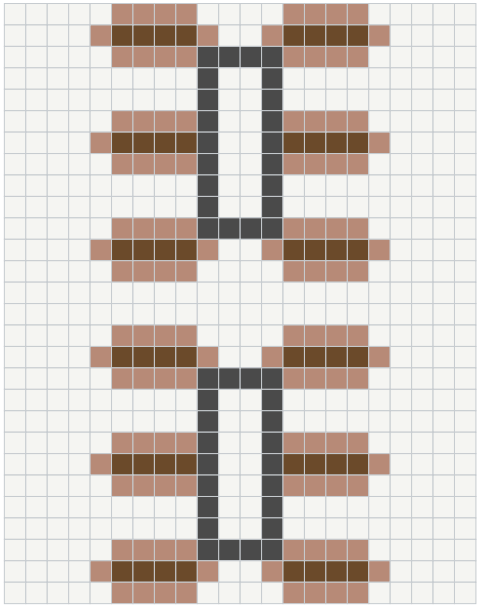
Layer 5 / Y=4 / +Z downward



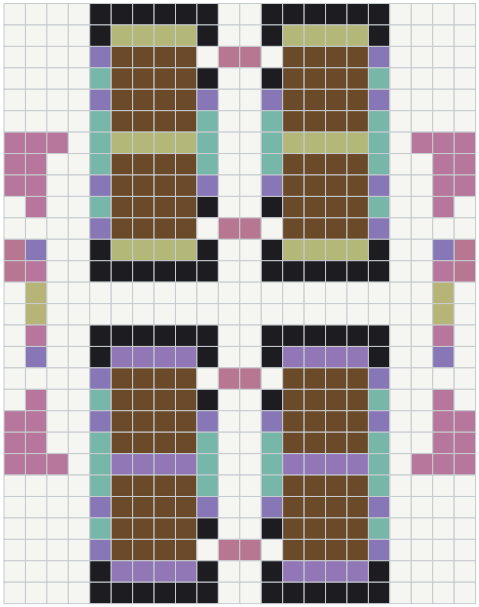
Layer 6 / Y=5 / +Z downward



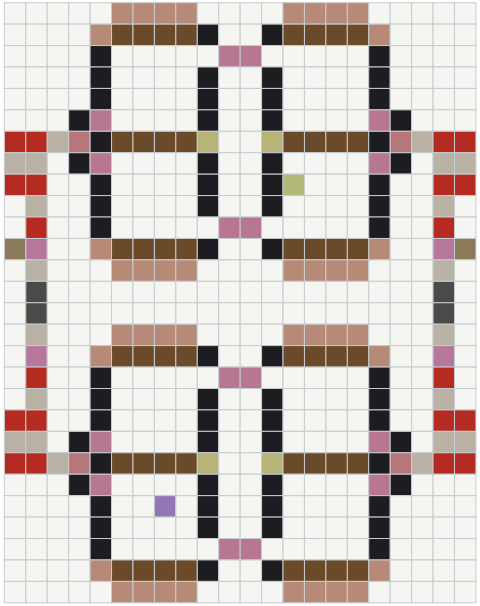
Layer 7 / Y=6 / +Z downward



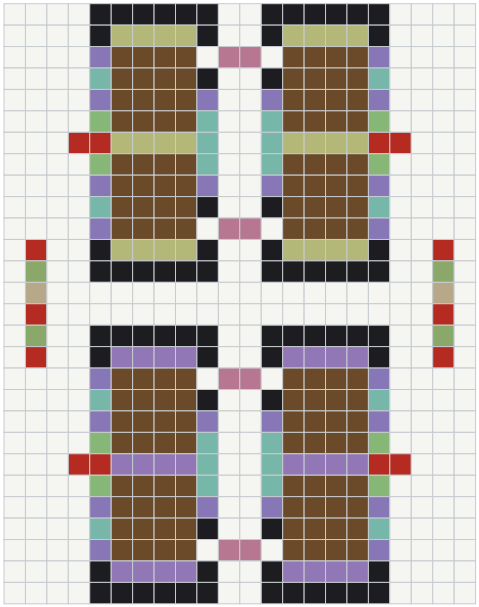
Layer 8 / Y=7 / +Z downward



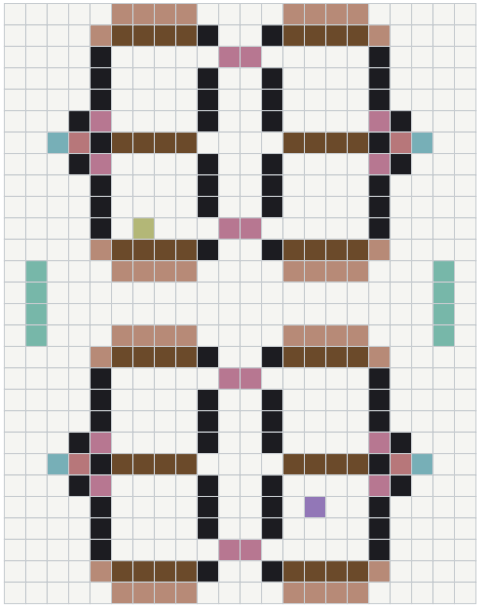
Layer 9 / Y=8 / +Z downward



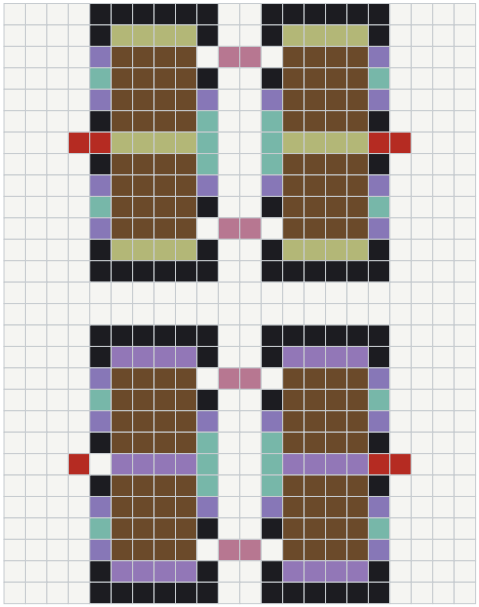
Layer 10 / Y=9 / +Z downward



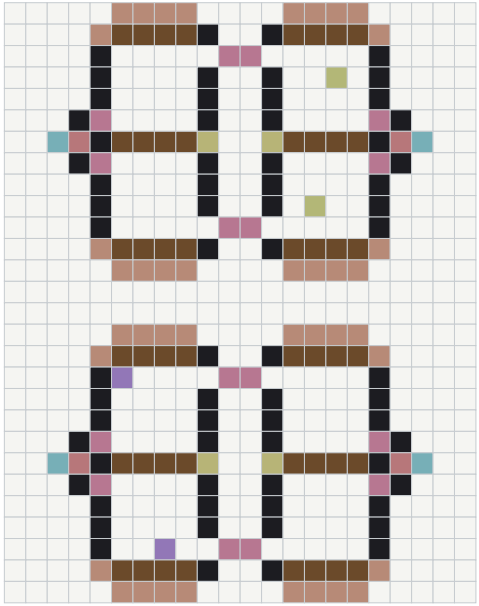
Layer 11 / Y=10 / +Z downward



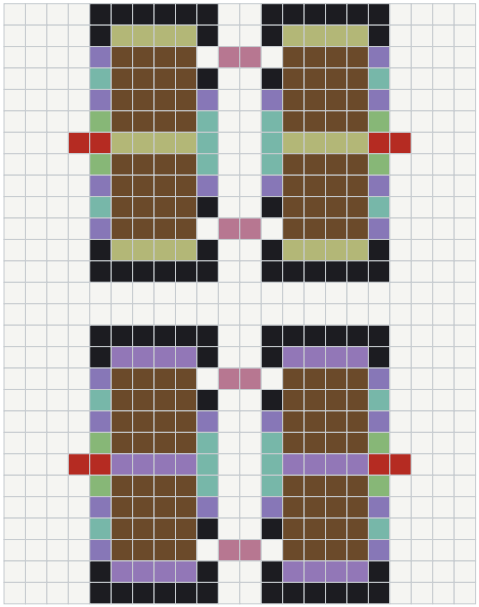
Layer 12 / Y=11 / +Z downward



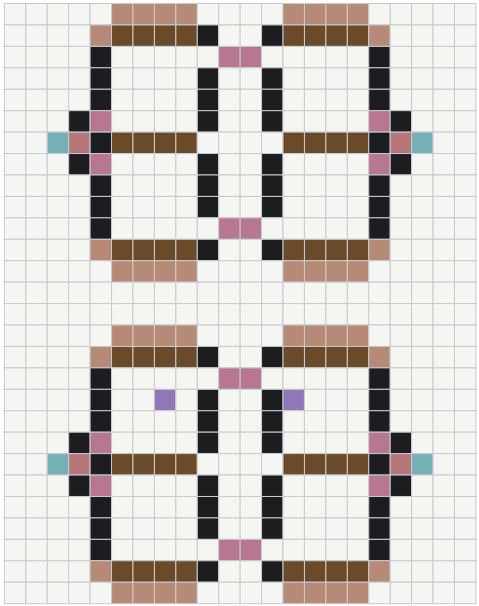
Layer 13 / Y=12 / +Z downward



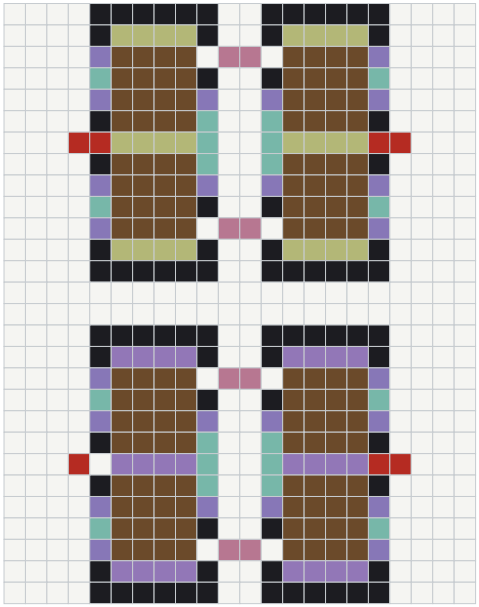
Layer 14 / Y=13 / +Z downward



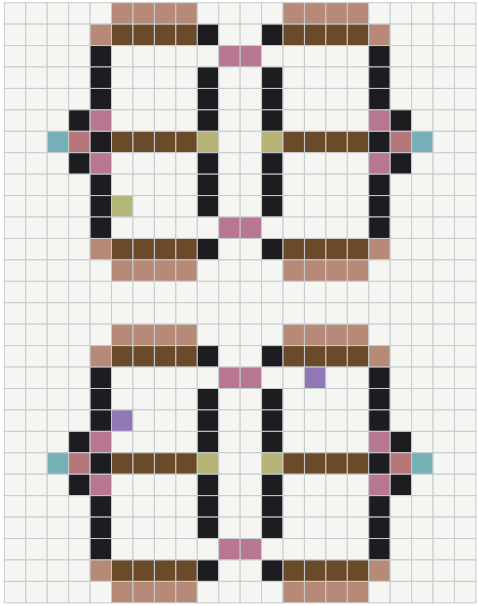
Layer 15 / Y=14 / +Z downward



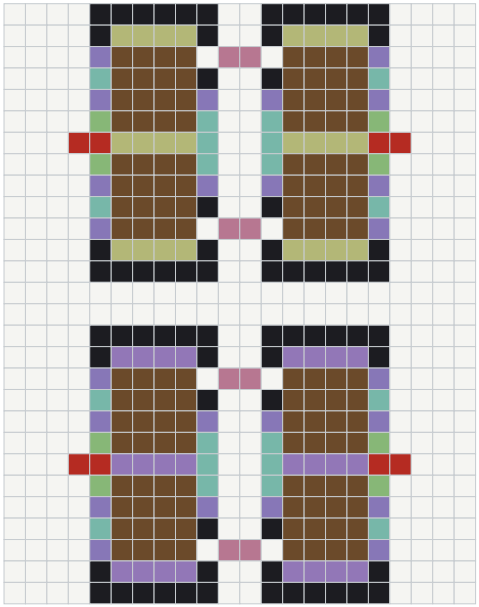
Layer 16 / Y=15 / +Z downward



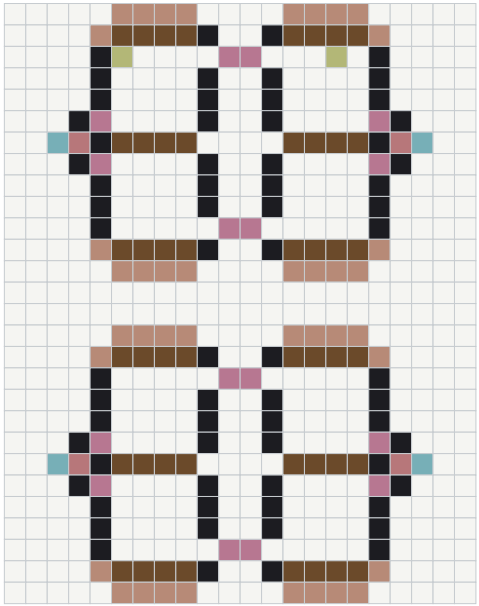
Layer 17 / Y=16 / +Z downward



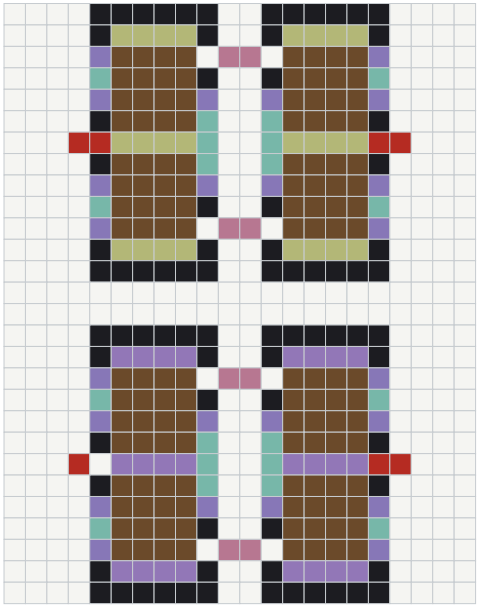
Layer 18 / Y=17 / +Z downward



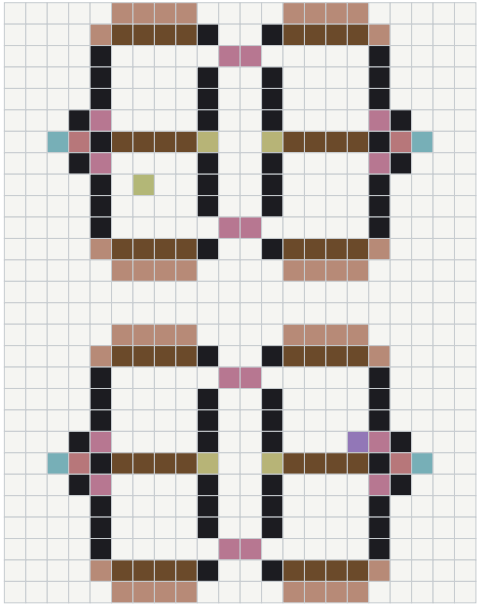
Layer 19 / Y=18 / +Z downward



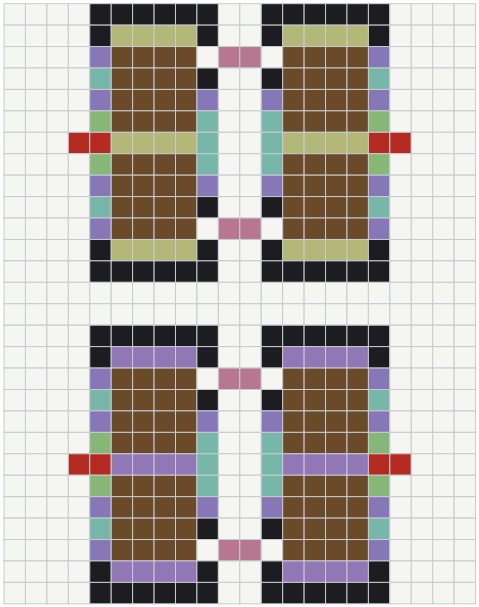
Layer 20 / Y=19 / +Z downward



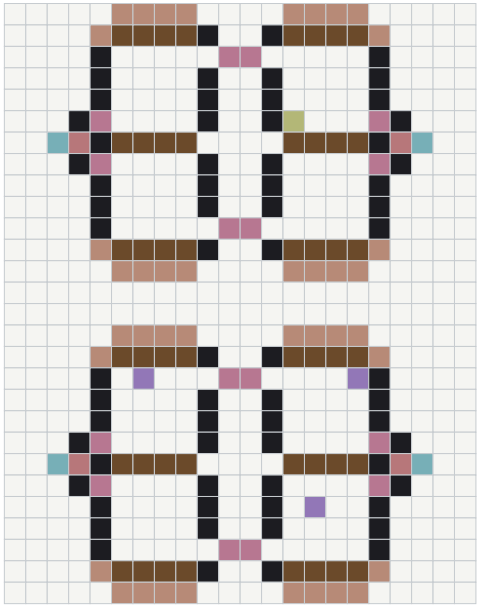
Layer 21 / Y=20 / +Z downward



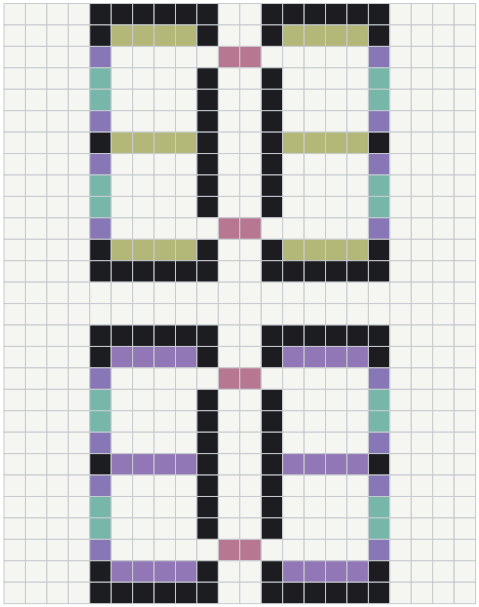
Layer 22 / Y=21 / +Z downward



Layer 23 / Y=22 / +Z downward



Layer 24 / Y=23 / +Z downward



Layer 25 / Y=24 / +Z downward

