Medieval Windmill (Mister_Jingles)

25 x 23 footprint / 31 layers / Java 1.20.1 / 2269 occupied cells

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

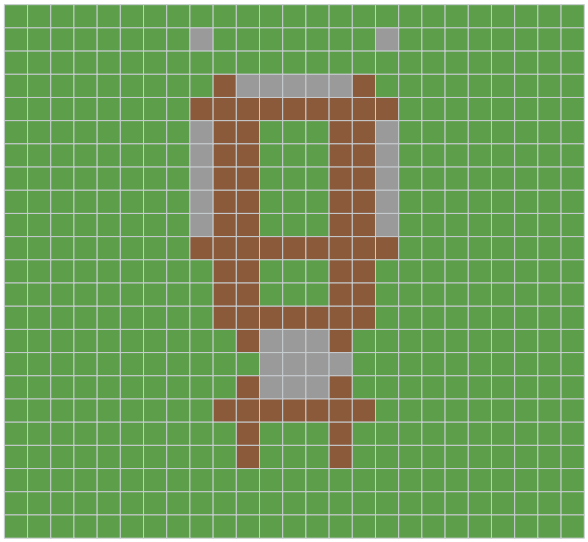
MATERIALS / INVENTORY ITEMS

Grass Block	482
Stone Bricks	419
Stone Brick Stairs	289
Dark Oak Stairs	147
Cobblestone Wall	114
Oak Planks	101
Birch Fence	92
Spruce Log	78
Dark Oak Fence	70
Dirt	70
Dark Oak Planks	68
Oak Log	66
Cobblestone Stairs	36
Acacia Stairs	34
Glass Pane	34
White Terracotta	30
Yellow Terracotta	30
Acacia Planks	16

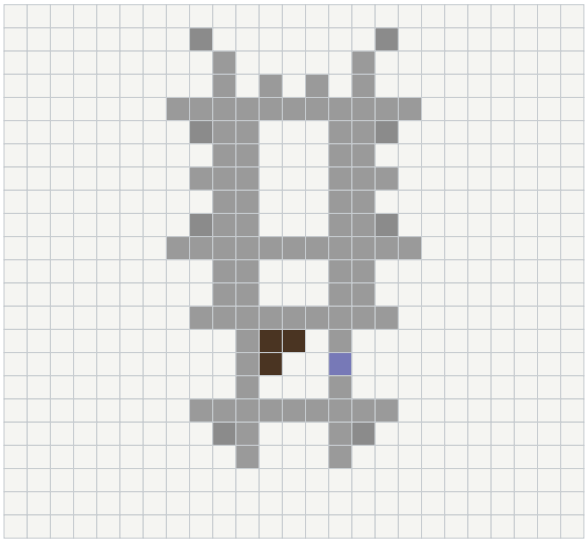


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

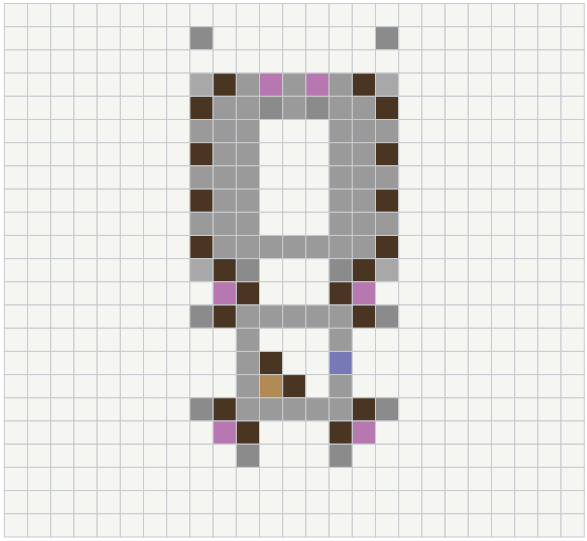
Layer 1 / Y=0 / +Z downward



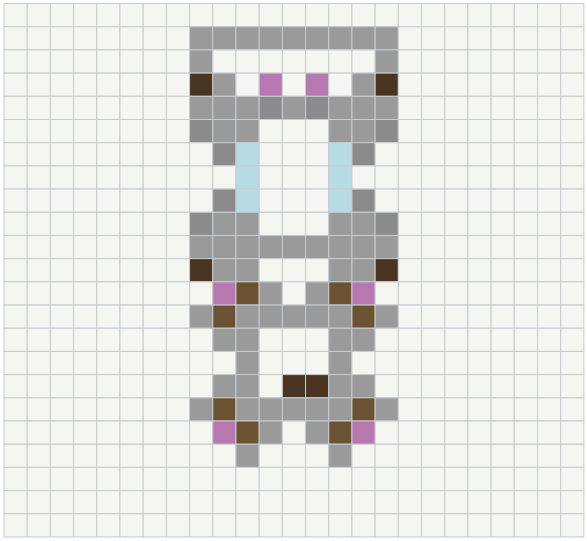
Layer 2 / Y=1 / +Z downward



Layer 3 / Y=2 / +Z downward



Layer 4 / Y=3 / +Z downward



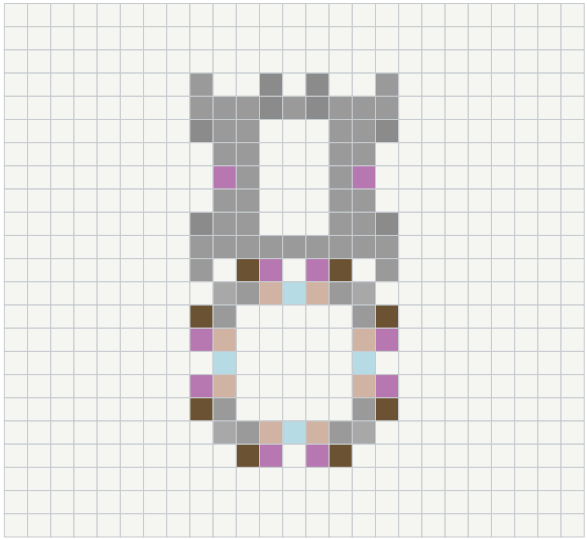
Layer 5 / Y=4 / +Z downward



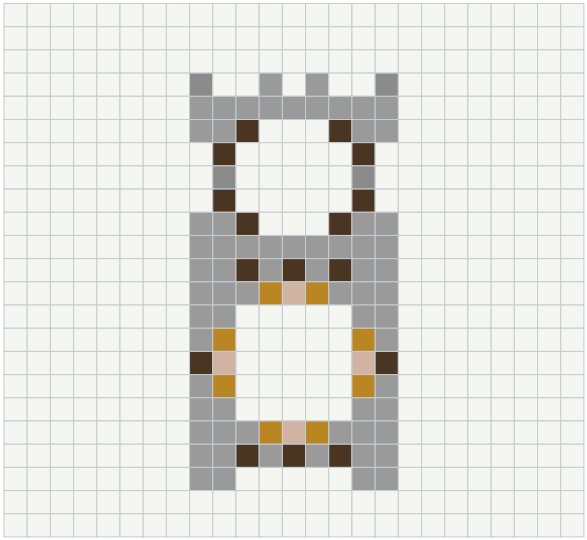
Layer 6 / Y=5 / +Z downward



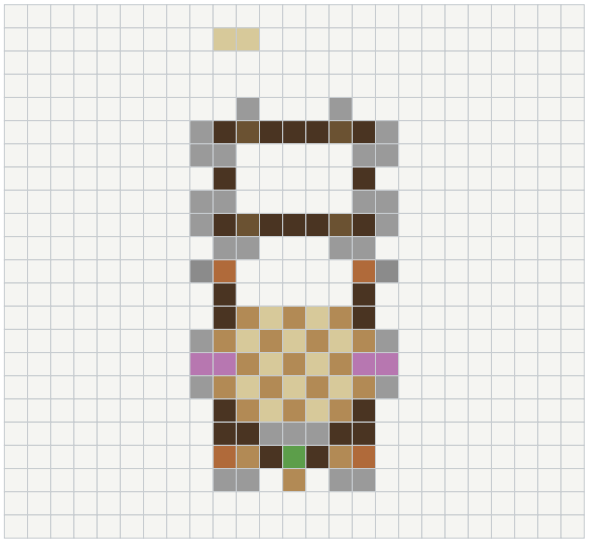
Layer 7 / Y=6 / +Z downward



Layer 8 / Y=7 / +Z downward



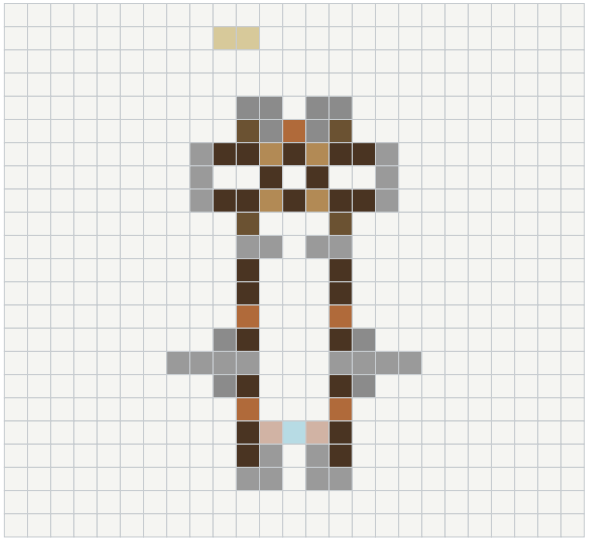
Layer 9 / Y=8 / +Z downward



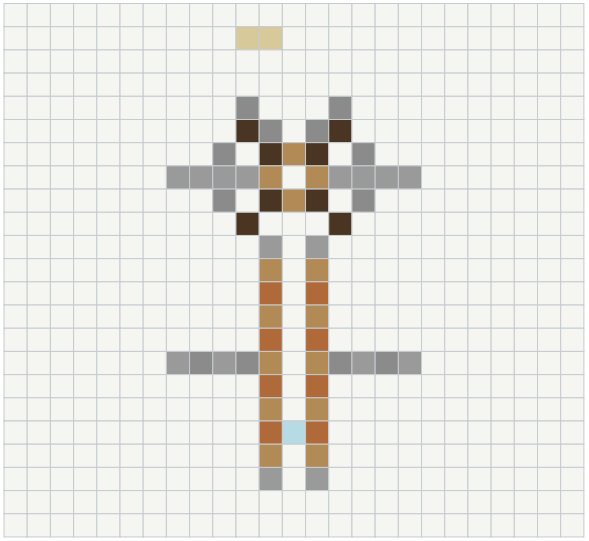
Layer 10 / Y=9 / +Z downward



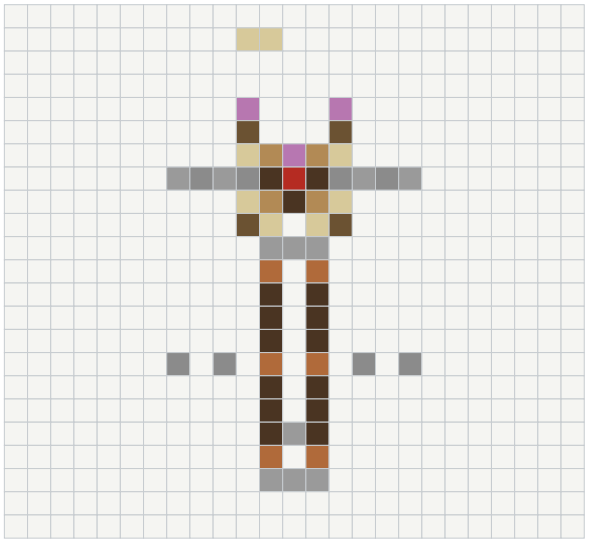
Layer 11 / Y=10 / +Z downward



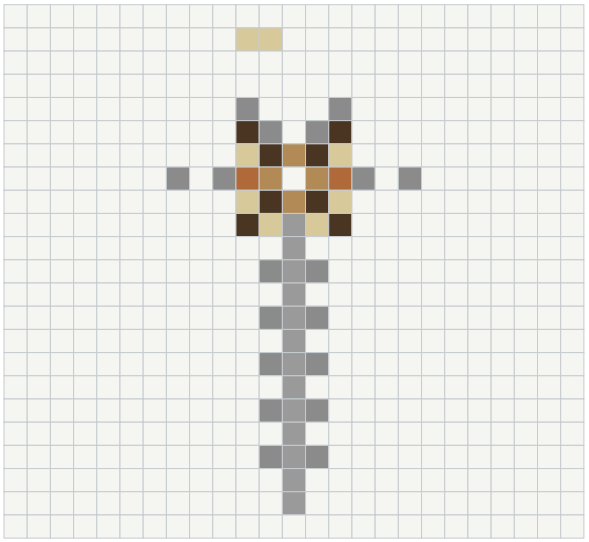
Layer 12 / Y=11 / +Z downward



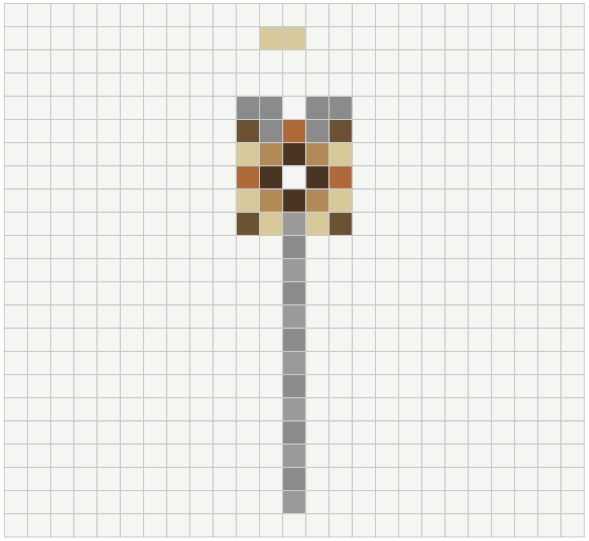
Layer 13 / Y=12 / +Z downward



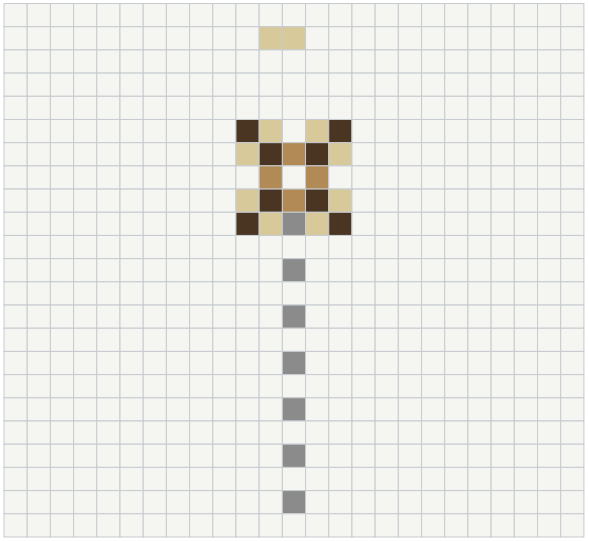
Layer 14 / Y=13 / +Z downward



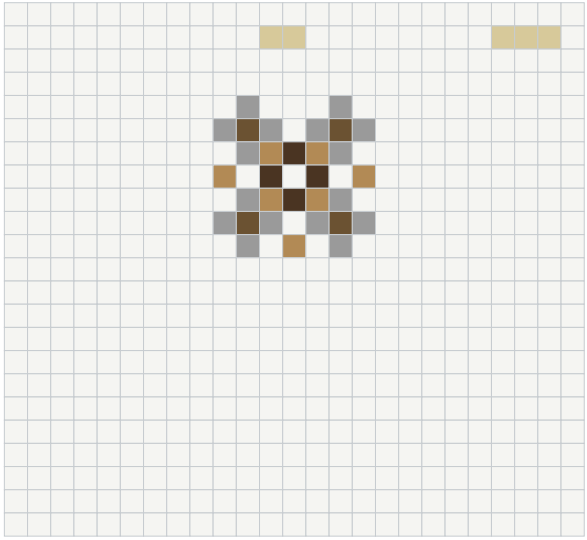
Layer 15 / Y=14 / +Z downward



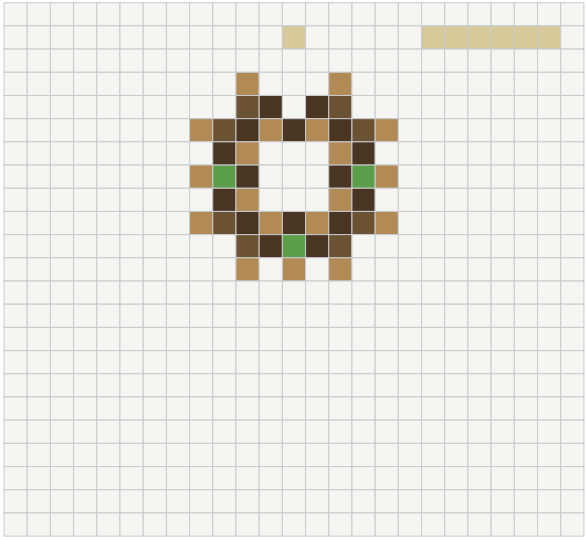
Layer 16 / Y=15 / +Z downward



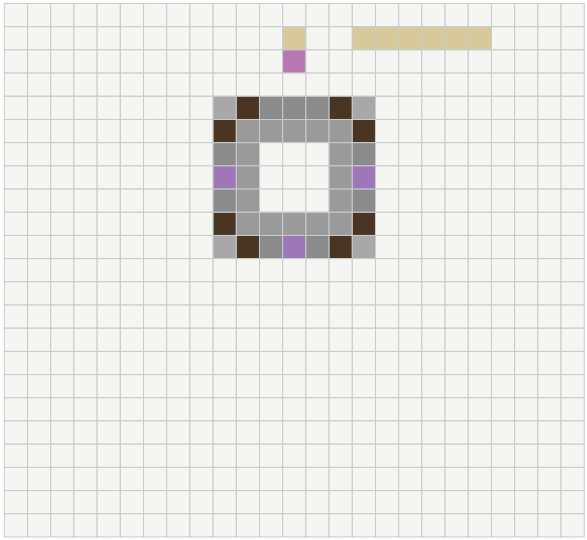
Layer 17 / Y=16 / +Z downward



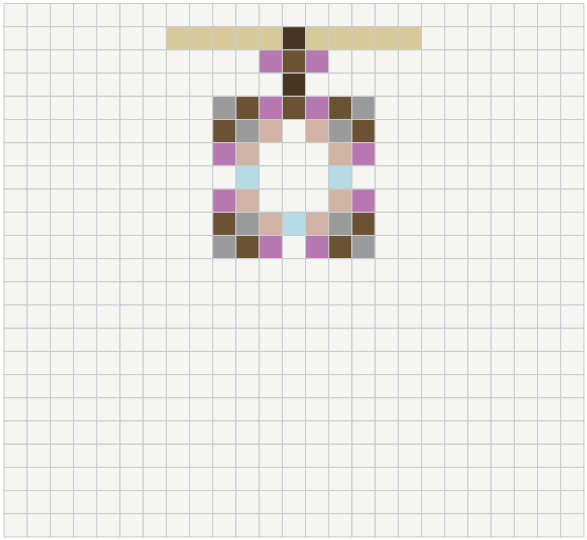
Layer 18 / Y=17 / +Z downward



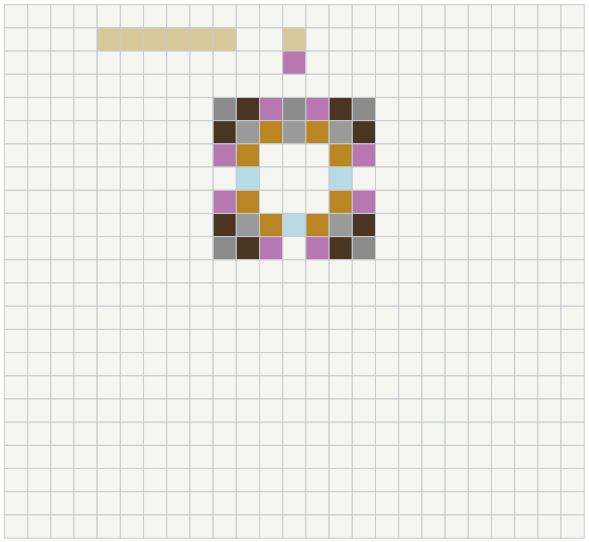
Layer 19 / Y=18 / +Z downward



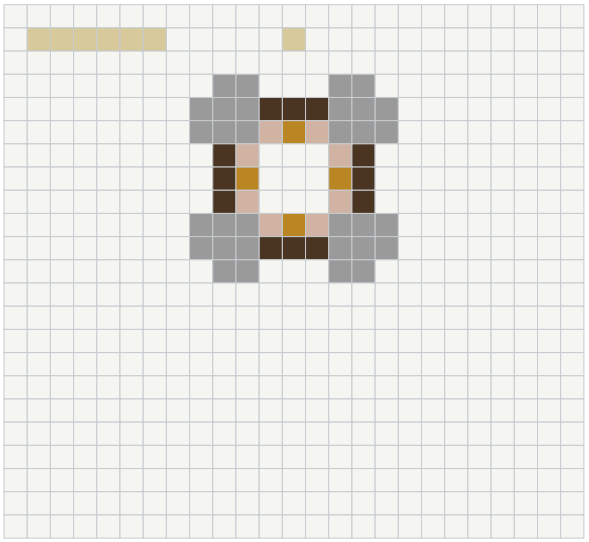
Layer 20 / Y=19 / +Z downward



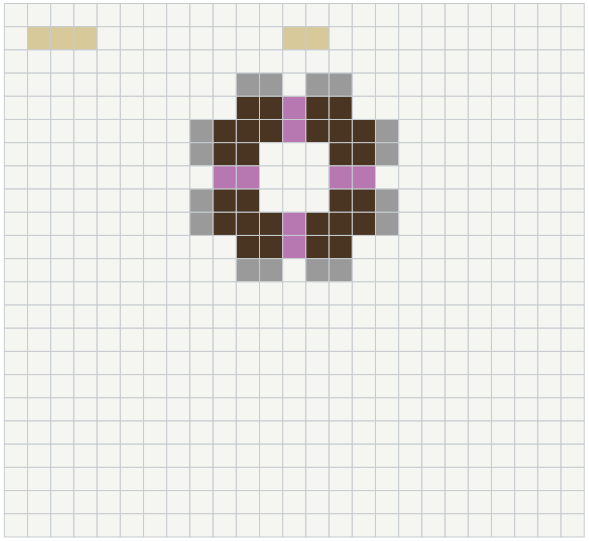
Layer 21 / Y=20 / +Z downward



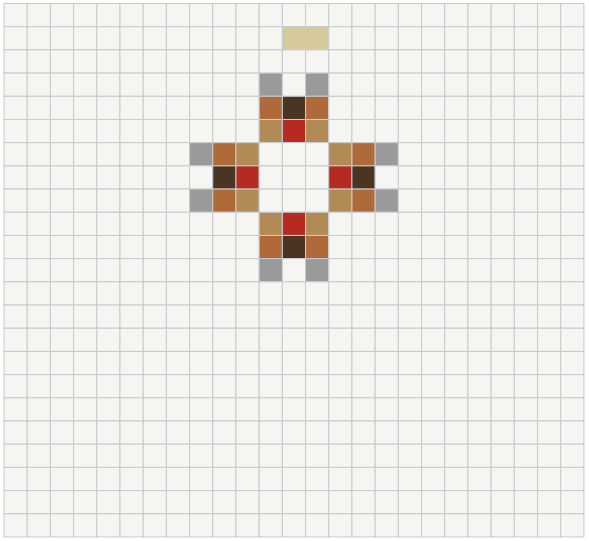
Layer 22 / Y=21 / +Z downward



Layer 23 / Y=22 / +Z downward



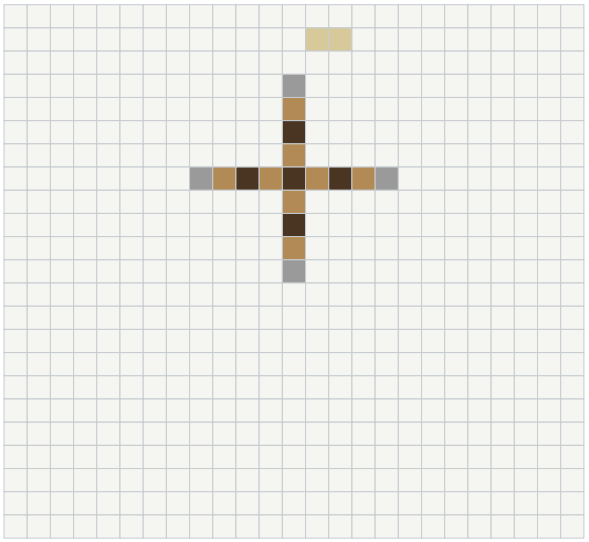
Layer 24 / Y=23 / +Z downward



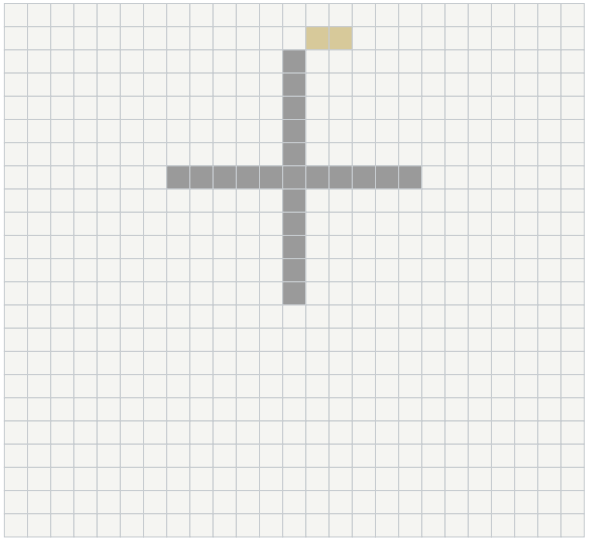
Layer 25 / Y=24 / +Z downward



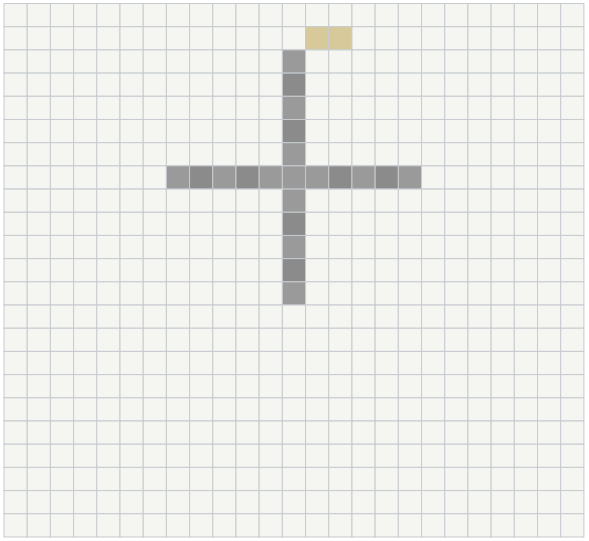
Layer 26 / Y=25 / +Z downward



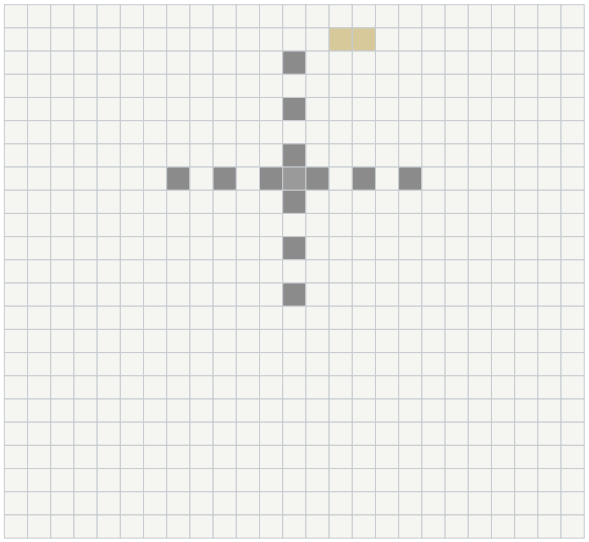
Layer 27 / Y=26 / +Z downward



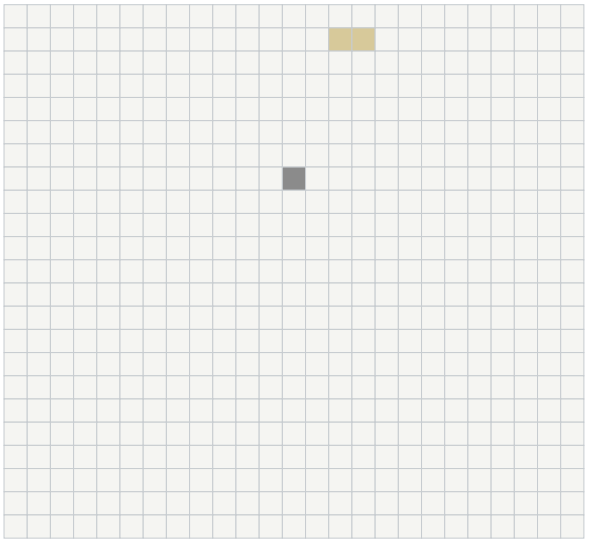
Layer 28 / Y=27 / +Z downward



Layer 29 / Y=28 / +Z downward



Layer 30 / Y=29 / +Z downward



Layer 31 / Y=30 / +Z downward