MOSSGLEN / CABIN 01

11 x 14 x 12 blocks | Java 1.20.1 target | 589 occupied block cells



MODEL-DRIVEN OUTPUTS

11 x 14 footprint includes eaves and entry step.

7 x 7 clear interior before furniture.

Porch, windows, bed, chest, crafting table, furnace.

Program renders; NOT Minecraft screenshots.

No game import or survival build test completed.



MATERIALS / LEGEND

Placed cells and inventory items are counted separately. Terrain plinth is not included.

Code	Material	Cells	Items	Stacks + rest
P	Spruce Planks	112	112	1 + 48
B	Birch Planks	112	112	1 + 48
C	Cobblestone	111	111	1 + 47
R	Dark Oak Stairs	110	110	1 + 46
L	Spruce Log	57	57	0 + 57
S	Dark Oak Slab	47	47	0 + 47
G	Glass	16	16	0 + 16
F	Spruce Fence	8	8	0 + 8
V	Oak Leaves	4	4	0 + 4
T	Cobblestone Slab	3	3	0 + 3
D	Spruce Door	2	1	0 + 1
E	Red Bed	2	1	unstackable
A	Lantern	2	2	0 + 2
K	Crafting Table	1	1	0 + 1
U	Furnace	1	1	0 + 1
Q	Chest	1	1	0 + 1

One door item occupies 2 cells; one bed item occupies 2 cells.

Quantities are finished placement items, not a raw-resource shopping/crafting list.

Wood species and block states are preserved in model.json and the schematic.

R arrows on plans show stair ascent. Both slab materials use bottom half.

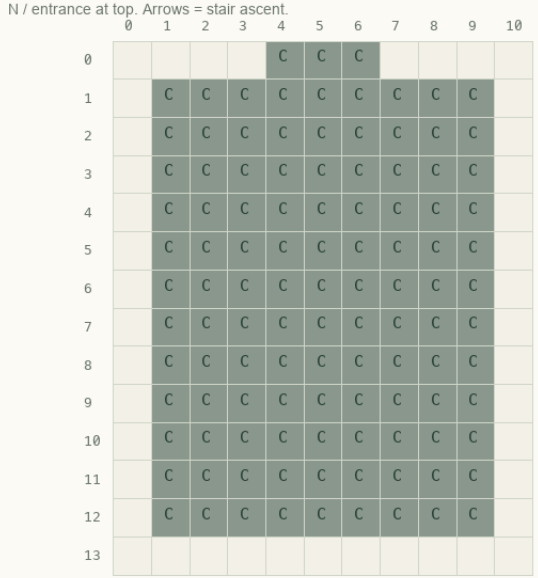
D L/U = door lower/upper; E F/H = bed foot/head. North is the top edge.

LAYERS / 00-03

One square = one block cell. Exact block-state and geometry details in the interactive preview.

LAYER 00 / Y = 0

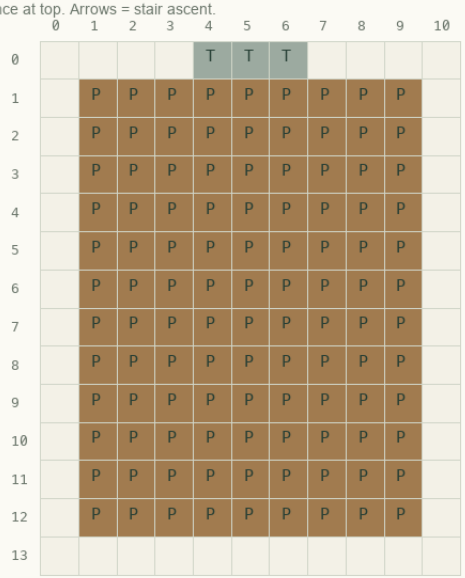
N / entrance at top. Arrows = stair ascent.



111 occupied cells | X left to right; Z top to bottom

LAYER 01 / Y = 1

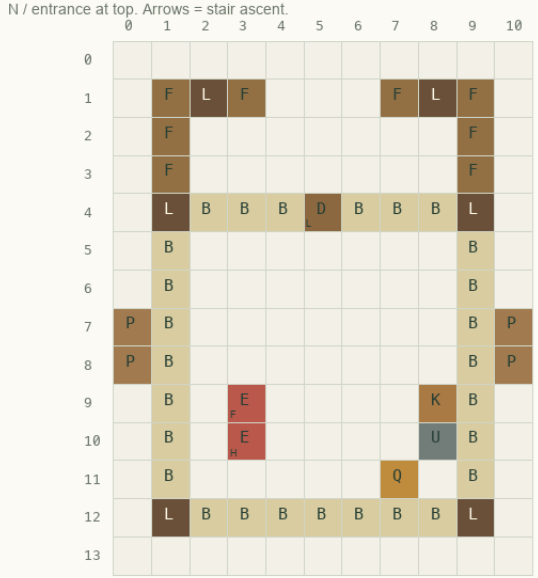
N / entrance at top. Arrows = stair ascent.



111 occupied cells | X left to right; Z top to bottom

LAYER 02 / Y = 2

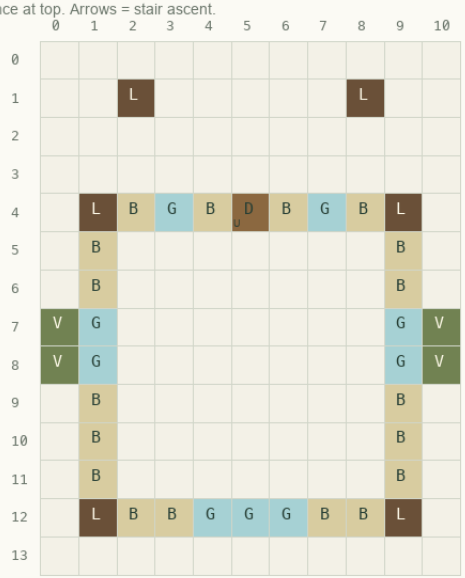
N / entrance at top. Arrows = stair ascent.



51 occupied cells | X left to right; Z top to bottom

LAYER 03 / Y = 3

N / entrance at top. Arrows = stair ascent.



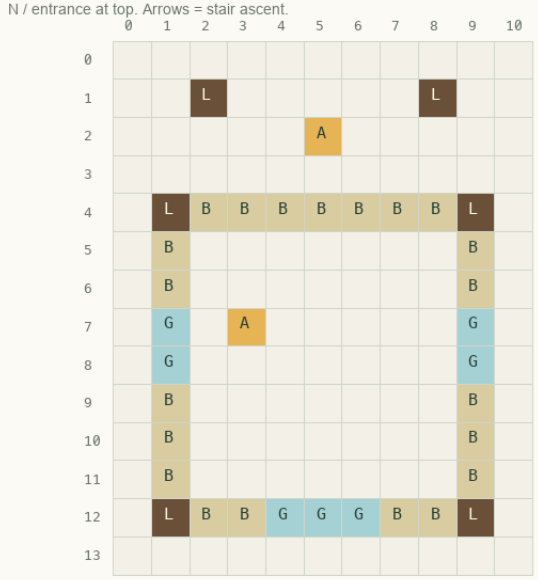
38 occupied cells | X left to right; Z top to bottom

LAYERS / 04-07

One square = one block cell. Exact block-state and geometry details in the interactive preview.

LAYER 04 / Y = 4

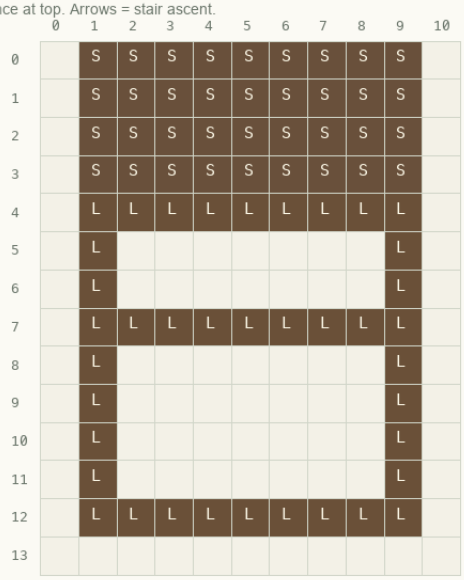
N / entrance at top. Arrows = stair ascent.



36 occupied cells | X left to right; Z top to bottom

LAYER 05 / Y = 5

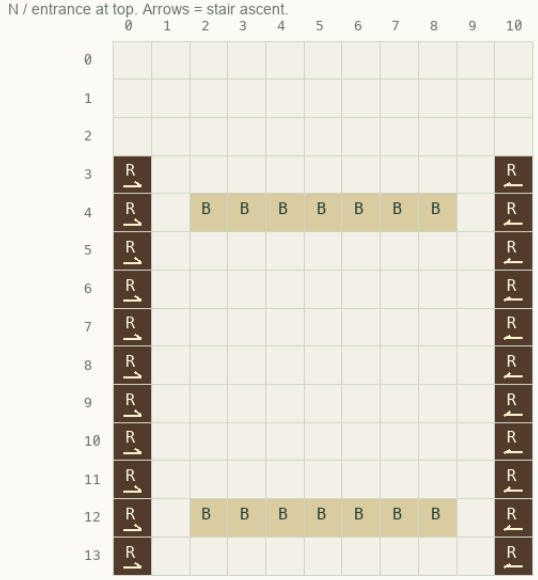
N / entrance at top. Arrows = stair ascent.



75 occupied cells | X left to right; Z top to bottom

LAYER 06 / Y = 6

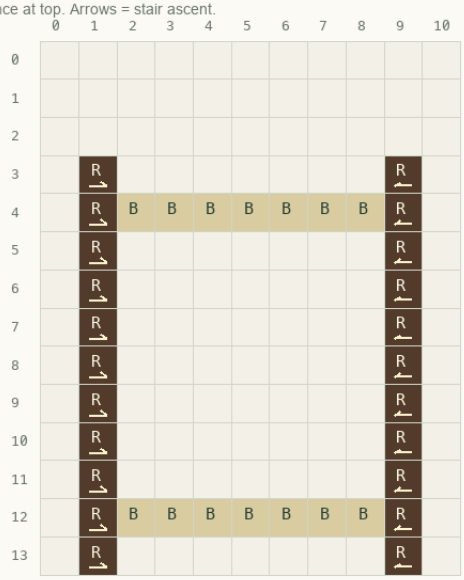
N / entrance at top. Arrows = stair ascent.



36 occupied cells | X left to right; Z top to bottom

LAYER 07 / Y = 7

N / entrance at top. Arrows = stair ascent.



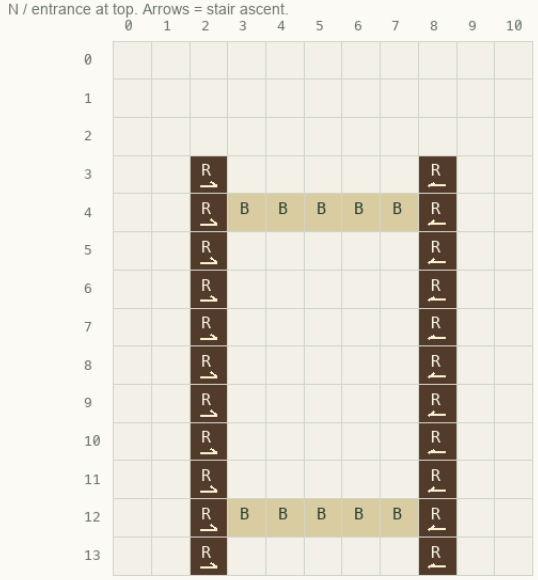
36 occupied cells | X left to right; Z top to bottom

LAYERS / 08-11

One square = one block cell. Exact block-state and geometry details in the interactive preview.

LAYER 08 / Y = 8

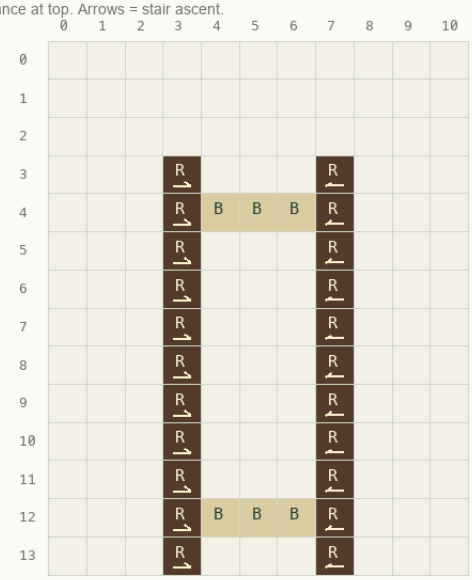
N / entrance at top. Arrows = stair ascent.



32 occupied cells | X left to right; Z top to bottom

LAYER 09 / Y = 9

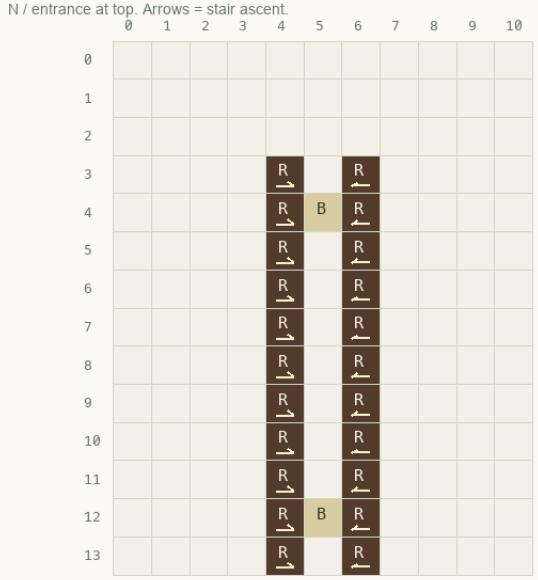
N / entrance at top. Arrows = stair ascent.



28 occupied cells | X left to right; Z top to bottom

LAYER 10 / Y = 10

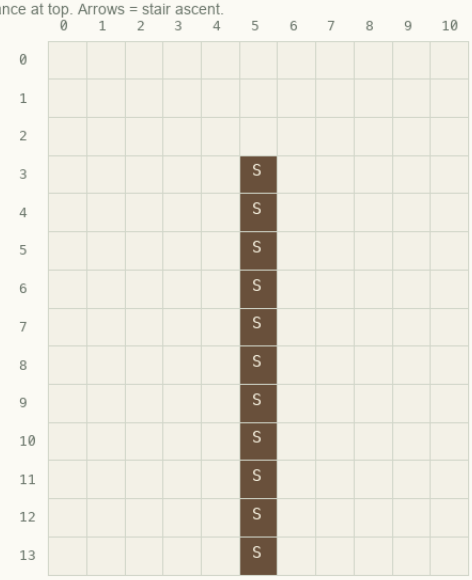
N / entrance at top. Arrows = stair ascent.



24 occupied cells | X left to right; Z top to bottom

LAYER 11 / Y = 11

N / entrance at top. Arrows = stair ascent.



11 occupied cells | X left to right; Z top to bottom

IMPORT / VERIFICATION

Import into a NEW test world first. Target version is deliberately fixed, not advertised as latest.

WorldEdit route: copy mossglen-cabin.schem to its schematics folder.

Use //schem load mossglen-cabin then //paste at a clear test location.

The bounding volume contains air; pasting can replace existing blocks.

Vanilla Java 1.20.1 route: put the datapack ZIP in a test world datapacks folder.

Enable cheats, run /reload, then /place template cabin:mossglen ~ ~ ~

The origin is the minimum X/Y/Z corner. Front faces negative Z.

SCHEM and vanilla NBT are generated from the same block-state coordinate map.

File decoding and palette/state checks do not prove a successful game import.

No local Minecraft client was found during the sample run.

Game lighting, final textures, neighbor updates and survival assembly remain untested.

Our renderer uses original flat/procedural linework, not official game textures.

The green presentation plinth is not part of the exported cabin.

No competitor models, textures or blueprints were reused.

Format reference: github.com/SpongePowered/Schematic-Specification

Importer reference: worldedit.enginehub.org/en/latest/usage/clipboard/