

Option 2 Forestry

These are the sub-menu items:

```
Choose (t+h = help +i = items eg 3h):  
1) Fell Tree  
2) Create tree farm  
3) Plant tree farm  
4) Harvest tree farm  
5) Fence or wall a forest  
6) Harvest and replant forest  
Back = 'q' or number + Enter! _
```

2.1 Fell Tree

Place the turtle next to the tree:

1. Start tk
2. Option 2 Forestry
3. Option 1 Fell Tree

```
Place me as below.  
Chest ONLY required if 0 fuel  
  
Plan view:  
  
  | | |  
  | T |  
  | ^ |  
  | | |  
  
  T = Tree  
  ^ = Turtle  
  
Enter to continue
```

The inventory will ask for a chest if < 30 fuel
It will be used to refuel the turtle as it fells the
tree, by crafting planks from logs.

(The chest is used to empty the inventory
prior to crafting)



2.2 Create tree farm

This function creates a 15 x 15 walled area with water system to capture saplings and sticks and deliver them to the front for collection.

Place the turtle at the lower left corner of the area you want to use.

In this screenshot it has been placed on the right side of an existing tree farm

Clearing this area of trees and excess blocks is an option.

It does NOT place dirt blocks or saplings



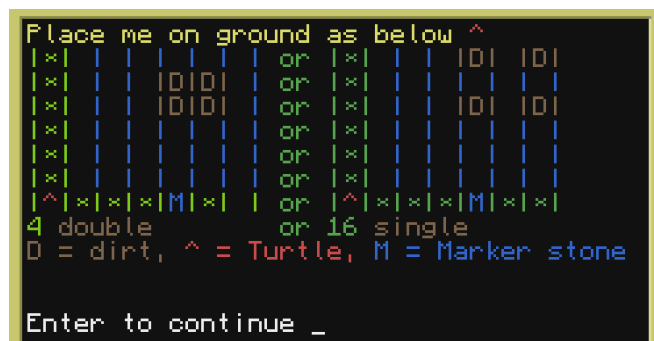
1. Start tk
2. Option 2. Forestry
3. Option 2. Create tree farm

This help screen shows automatically:

It shows the potential tree farm options and the starting position on the lower left corner

Choose the correct option on the next menu.

As this farm is placed next to an existing one, use option 2



The next question determines whether to call the area clearing function first. In the screenshot there is nothing to be removed.

The inventory asks for:

320 stone

4 polished (stone / andesite / granite/ diorite)

5 water buckets



The polished blocks are used as markers when the outer wall is built:

The turtle starts by building a 2 block high wall 15 x 15 blocks round the farm.

Markers using polished blocks are placed 4 blocks in from each corner. These are the positions used when planting or harvesting the trees.

The next stage is to hollow out the farm and line the base with stone:

Next the corners are padded out to prepare for the correct water flow patterns.

Next the water sources are placed in each corner:



Finally the centre position is mined out and a flooded tunnel built to the front. The player can then place hopper and chests as required.



2.3 Plant tree farm

Place the turtle on a marker stone (4 blocks from lower left corner)

Note the trapdoor above collection hopper/chest below



1. Start tk
2. Option 2. Forestry
3. Option 3. Plant tree farm
4. The help screen shows automatically:

```
Place me on ground as below ^
|x| | | | | or |x| | | | |
|x| | | | | or |x| | | | |
|x| | | | | or |x| | | | |
|x| | | | | or |x| | | | |
|x| | | | | or |x| | | | |
^|x|x|x|M|x| | or ^|x|x|x|M|x|x|
4 double      or 16 single
D = dirt, ^ = Turtle, M = Marker stone

Enter to continue
```

Choose between 16 single trees or four groups of 4.

```
Choose an option
1) 16 single trees
2) 4 double trees any type
Type number (q to quit) + Enter _
```

This is required for dark oak, but optional

for all others. It is usually more productive to use double trees

This screenshot shows 16 Acacia saplings planted in groups of 4 in the new farm added to an existing single tree Birch, and double tree Spruce farms. 1 sapling has already grown:



2.4 Harvest tree farm

1. Start tk
2. Option 2. Forestry
3. Option 4. Harvest tree farm

The help screen loads automatically:

```
Place me on ground as below ^
|x| | | | | or |x| | | | | | | | |
|x| | | |D|D| | or |x| | | |D| |D|
|x| | | |D|D| | or |x| | | |D| |D|
|x| | | | | | | or |x| | | | | |
|x| | | | | | | or |x| | | | | |
|x| | | | | | | or |x| | | | | |
|x|x|x|x|^|x| | or |x|x|x|x|^|x|x|
4 double or 16 single
D = dirt, ^ = Turtle, Max 16 saplings
Mixed OK. Group 4 for double trees
Enter to continue _
```

The harvesting process is the same for both single and double trees.

The turtle digs the dirt and everything above until the inventory does not change so it knows all logs have been cut.

It then returns to the starting place. Some saplings and sticks may fall and be collected by the water collector.

2.5 Fence or wall an enclosure

This is designed to enclose a natural forest, or even a planted one, but leaving the terrain alone.

No pits or water are filled, trees and flowers are left unless in the direct path of the wall.

A barrel can be placed in each corner, used for storage of logs if the forest is cut and re-planted by using option 6 Harvest and replant forest. Torches can be placed at set intervals

The screenshot shows an area maked out for walling off. The area is 30 x 30, and the wall will be 32 x 32

1. Start tk
2. Option 2. Forestry
3. Option 5 Fence or wall an enclosure



The help screen loads automatically:

```
Place me at ^
|F|F|F|F|F|F|F| F = Fence or Wall
|F|B| | | |B|F| B = Barrel (corners)
|F| | | | |F|
|F| | | |T|F| T = Tree
|F| |T| | |F| |
|F| | | |F|
|F|B| |T| |B|F|
|^|F|F|F|F|F|F|^ ^ = Turtle
Fence/Wall follows land contours
Enter to continue
```

Supply the width, length when asked

You can put torches on top of the wall.

As this wall is 32 blocks, an interval of 8 will be applied to add 4 per side.

Entering 0 here will disable torch inventory requests and attempts to place them

If using this as a re-plantable forest, barrels will be needed in the corners to store logs.

The inventory will request any type of fence or wall. You cannot mix types.

The turtle runs backwards most of the time, turning round only when obstructed, and places fence or wall in front. It does not compensate for areas of raised ground that could be used to bypass the wall, so it is up to the player to check the perimeter and make adjustments.

```
Width of the area (1-64) 32
Length of the area (1-64) 32
Torch spacing? (0-64) 8
Storage barrels in corners? (y/n) y_
```



2.6 Harvest and replant forest

This function allows you to let a turtle run wild inside a walled area as described above and fell all the trees.

It will replant a sapling in the position the tree used to stand.

It is a sustainable method of gathering logs, and can even use the logs to refuel.

Place the turtle on any inside corner, usually on a barrel

It will auto- orientate to line up with walls on the back and left side.

Start tk

Option 2. Forestry

Option 6 Harvest and replant forest

The help menu will auto-load:

The inventory will ask for a chest.

Press Enter if plenty of fuel,

otherwise add 1 for use when crafting planks from logs

Add a mixture of saplings to match those already in the forest (up to 64).

Every time it locates a barrel, it will sort the inventory and deposit any logs within.

If the function is interrupted by chunk unloading etc, re-starting it wherever it is should allow it to re-locate to a corner and continue.

It is NOT programmed to restart without player intervention, but could easily be adapted to do so.

```
A rectangular walled area of forest!
Place me at ^

|F|F|F|F|F|F|F|F| F = Fence or wall
|F|B| | | |B|F| B = Barrel (corners)
|F| | | | | |F|
|F| | | | |T|F| T =Tree
|F| |T| | |F|
|F| | | | |F|
|F|^ |T| |B|F| ^ = turtle (on barrel)
|F|F|F|F|F|F|F|F|

Enter to continue
```