

# Minecraft ccTweaked Turtle Toolkit

The toolkit has been developed to allow survival players to carry out many tasks using turtles which can greatly speed up many mining, forestry, farming and area shaping activities.

As turtle tools never wear out, all you need is fuel to assist you in your survival world. Once you have created a turtle by finding 3 diamonds, 1 redstone and either gold (preferred) or iron ore, then you are ready to go

Requirements:

## ***Minecraft Java edition***

Minimum version 1.7.10.

Version at time of writing 1.20.1 (with ccTweaked mod available)

## ***Forge or Fabric mod loaders***

<https://files.minecraftforge.net/net/minecraftforge/forge/>

This article is written using the Forge mod loader, as Fabric is relatively recent, and not supported on older versions of Minecraft.

## ***ccTweaked mod***

<https://www.curseforge.com/minecraft/mc-mods/cc-tweaked>

There are links on the above page to tutorials for ccTweaked.

This tutorial does not cover the installation of Forge or any mods.

Youtube series demonstrating this toolkit:

[https://www.youtube.com/playlist?list=PLE8GQEkUWuwFNLS9cdTCr\\_1qalC4eGBOr](https://www.youtube.com/playlist?list=PLE8GQEkUWuwFNLS9cdTCr_1qalC4eGBOr)

## Craft your first turtle

If you can get 14 gold ingots, the advanced turtle it makes has 5x the fuel capacity and can use colour in the interface, so is worth the extra effort.

If not, use stone followed by iron to craft a normal turtle, which you can then use to help mine additional resources to make multiple advanced turtles.

### ***The Advanced Computer recipe:***

7 gold ingots (7 stone for basic computer)

1 redstone

1 glass pane



### ***The Advanced Turtle recipe:***

7 gold ingot (iron ingot for basic turtle)

1 Advanced Computer (basic computer for basic turtle)

1 chest



### ***The Advanced Crafty Mining Turtle recipe***

1 Advanced Computer

1 Diamond Pickaxe (NOT used!)

1 crafting table



## Installing the toolkit

Once you have your first turtle use the following command to install or update the toolkit suite:

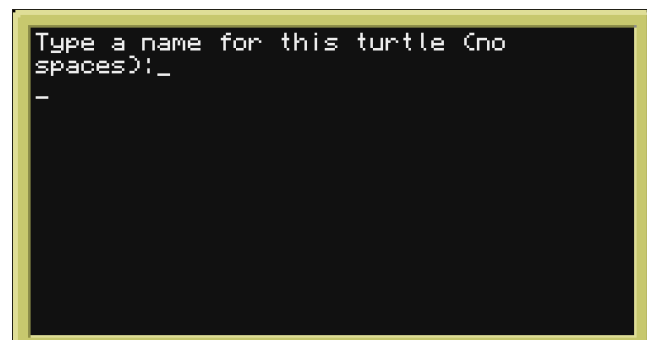
```
pastebin run 8qbeZevX
```



Assuming you have not named the turtle you will get this message:

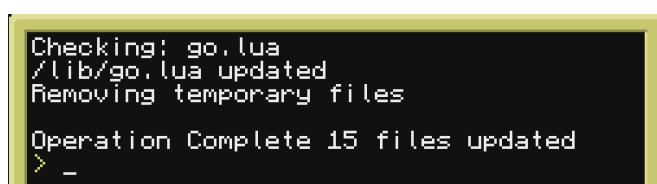
Give it a name of your choice eg “Miner00”

This one will be “MinerDemo”



A number of files will be downloaded.

Check using the unix cmd 'ls'

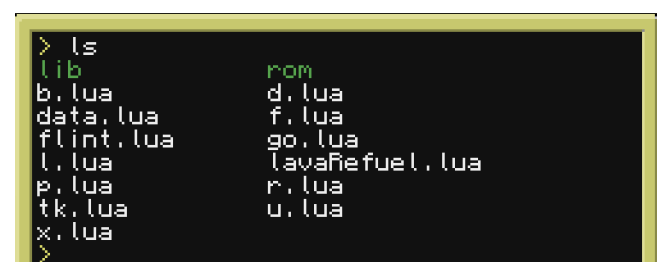


Inside the 'lib' directory are 2 files:

clsTurtle.lua  
menu.lua

The file discussed in this tutorial is tk.lua.

This file references lib/menu and lib/clsTurtle



The other files are described below:

b.lua	b 5 → move 5 blocks backwards (unless obstructed) b 5 d → move 5 blocks, dig if required
data.lua	data 0 → block above data, data 1 → block forward data, data 2 → block below
flint.lua	flint → repeatedly places gravel above and digs it back until all gravel converted to flint
L.lua	L 1 → turn left (number)
p.lua	Place <number> → places item in selected slot 0: up, 1: forward, 2:down
x.lua	X <number> → digs 0:up, 1:forward, 2:down (mnemonic eXcavate)
d.lua	d 5 → down 5 (unless obstructed) d 5 d → move 5 blocks down, dig if required
f.lua	f 5 → forward 5 (unless obstructed) f 5 d → move 5 blocks forward, dig if required
go.lua	go F5R1F3R1F5R1F3 forward 5, right 1, forward 3...
r.lua	r 1 → turn right (number)
u.lua	u 5 → up 5 (unless obstructed) u 5 d → move 5 blocks up, dig if required
LavaRefuel.lua	LavaRefuel → place a bucket in the inventory when next to lava to refuel

Type tk and press Enter:

This is the main menu:

```
Choose option (C+h = help eg 3h):
1) Mining (includes Nether)
2) Forestry
3) Farming
4) Obsidian, Nether & End
5) Canal, bridge and walkway
6) Spawner farm tools
7) Area shaping and clearing
8) Lava and Water
9) Building and minecart
10) Measuring tools
Type number (q to quit) + Enter
```

### ***getting help for these items***

Enter a number followed by 'h' and press enter  
eg 1h gives

Pressing 'Enter' returns to the main menu

```
MINING:
Can be used in over-world or nether.
Ladders and stairs up/down
Create a pre-formatted 33 x 33 blocks
mine at chosen level.
Bubble lift and safe drop to water.
Strip resources from abandoned mines.
Faster version of 33x33 mine pattern
using corridor and rectangle functions.
Mine bottom layer to bedrock (not worth
the fuel and time)
Enter to continue
```

## All 10 sub-menus are listed below:

### 1 Mining (includes Nether)

```
Choose (<h = help +i = items eg 3h):
1) Ladder up or down
2) Stairs up or down
3) Create mine at this level
4) Safe drop to water block
5) Single column bubble lift
6) QuickMine corridor system
7) QuickMine rectangle
8) Mine bedrock level
9) Rob disused mineshaft
Back = 'q' or number + Enter: _
```

### 2) Forestry

```
Choose (<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:
```

### 3 Farming

```
Choose (<h = help +i = items eg 3h):
1) Create modular crop farm
2) Extend modular crop farm
3) Plant, harvest or manage crop farm
4) Build a wall or fence
5) Fence or wall an enclosure
Back = 'q' or number + Enter: _
```

### 4 Obsidian, Nether & End

```
Choose (<h = help +i = items eg 3h):
1) Dig obsidian field
2) Build Nether Portal
3) Demolish Nether Portal
4) Undermine Dragon Towers
5) Deactivate Dragon Tower
6) Build dragon water trap
7) Build portal minecart station
Back = 'q' or number + Enter: _
```

### 5 Canal, Bridge and walkway

```
Choose (<h = help +i = items eg 3h):
1) Simple path on air, water or lava
2) Covered path or tunnel
3) Water canal (multiple options)
4) Ice canal (multiple options)
5) Platform
6) Sinking platform
7) Boat bubble lift
Back = 'q' or number + Enter: _
```

### 6 Spawner farm tools

```
Choose (<h = help +i = items eg 3h):
1) Cube around spawner (NOT blaze)
2) Cube around Blaze spawner
3) Flood mob farm floor
4) Create mob bubble lift
5) Dig mob drop trench
6) Build Endermen observation tower
Back = 'q' or number + Enter: _
```

### 7 Area shaping and clearing

```
Choose (<h = help +i = items eg 3h):
1) Clear field (inc trees)
2) Clear a rectangle (+ u/d opt)
3) Clear single wall up/down
4) Clear rectangular wall section
5) Clear hollow structure up/down
6) Clear solid structure up/down
7) Dig a trench
8) Carve mountain side
9) Place a floor or ceiling
10) Direct control of movement
Back = 'q' or number + Enter:
```

### 8 Lava and Water

```
Choose (<h = help +i = items eg 3h):
1) Sand based utilities
2) Vertical wall from surface
3) Create enclosed area
4) Clear volume of water
5) Sinking platform
6) Ocean monument utilities
7) Ladder down to water/lava
8) Clear water plants
9) Convert all water to source
10) Create sloping water
Back = 'q' or number + Enter: _
```

### 9 Building & Minecart

```
Choose (<h = help +i = items eg 3h):
1) Build a wall
2) Build a walled area / house
3) Build a gable end roof
4) Build a pitched roof
5) Place Redstone:torch level track
6) Place Redstone:torch upward track
7) Build downward track
8) Build upward track
Back = 'q' or number + Enter:
```

### 10 Measuring tools

```
Choose (<h = help +i = items eg 3h):
1) Measure height
2) Measure depth
3) Measure length
4) Measure greatest depth
5) Borehole: Analyse blocks below
Back = 'q' or number + Enter:
```