

--:~ field.plot() <- **Create Tree Farm Spacing Trees by Threes and Harvest Them** ->
muse/docs/fields/tree.md

--:+ Loaded by `field.make` with operation name, span of plots for the operation, and field bounds.

--:+ Calls `field.plot` with specified plot span, field operation function, and total field plots for that operation.

--:+ **Supported operations are quarry, layer, cover, finish, harvest, path, and test**

--:+ Operation functions call `field.plan` with plot bounds, xyz offset, and prototype plan for the operation.

--:+ Harvesting along tree lines starts above trees. Adjacent blocks are broken to get saplings from leaves.

--:+ Makes and harvests the fields for the tree farm: excavates and fills with dirt. Then covers and finishes with sand.

--:+ The cover and finish operations replace dirt and grass with two block wide strips of sand in the x and z directions.

--:+ Result is blocks of dirt three blocks apart in horizontal directions with sand elsewhere to restrict planting.

--:+ Planting (`pPlan.puts` as `minecraft:sapling`) only succeeds above dirt/grass/podzol.