

--:~ 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 (*pLan.puts* as *minecraft:sapling*) only succeeds above dirt/grass/podzol.