

--:~ ":" <- **Chart 40 Block Farm Pens, Crops, Cane, and Tree Fields, and Fences** ->

muse/docs/charts/farm40.md

--:~+ Executing a **chart** command naming this file creates **ranges** to place and orient a **farm** in Minecraft coordinates.

--:~+ The second argument of the command names the farm's corner **point** that will include a **fields** feature.

--:~# **chart farm40 corner toward top ends? treeFarmRows?? -> Bounds and orientation, ends extends length in > direction.**

--:~+ **corner** as point name establishes reference point for farm offsets extending from that point in **toward** direction.

--:~+ **toward**: NW (-x, -z>), SE (+x, +z>), SW (-x, +z>), NE (+x, -z>), WN (-z, -x>), ES (+z, +x>), WS (-z, +x>), EN (+z, -x>)

--:~+ **top** sets the highest point (y-axis) in the farm area for levelling excavations and fills.

--:~+ **ends** (default 18) indicates where the farm's lengths extend for pens, cane, and the crops and trees fields.

--:~+ **treeFarmRows** (default 2) controls the area left over for farm crops by limiting the rows of trees.

--:~# **The farm's fields feature has keys for ranges setting bounds for the farm's fields, fences, and edges.**

--:~+ The ranges are animal **pens**, **trees**, sugar **canes**, and other **crops** ranges with **fields** features.

--:~+ As well as **north**, **east**, and **south** ranges with **fences** features and a **west** side (place holder) **edges** range.

--:~+ Apply **field** operations defined for a **farm** for **fields** ranges. Build fences with the **fence** command for **fences**.