

--:~ ":" <- **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*.