For issues you find with the Mobile 1.3 update, please follow this link and give as much detail as possible. This is the speediest way to get info to DR Studios to look at your issue. Also, some troubleshooting hints here.

[Project:] Various Item Farms (Bait, Crystal Shards, Chlorophyte)

Discussion in '[T-MEC] Terraria Mechanical Engineering Corp.' started by Dromark, Dec 11, 2014.

Home | Forums | Terraria | Crafts/Tools/Decorations | Terraria Guides | [T-MEC] Terraria Mechanical Engineering Corp.

Thread Status: Not open for further replies.

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Dromark
Terraria Mechanic
Master of Crafting
Start a Conversation

So I'm slowly putting the finishing touches on my main world. After building farms and arenas to obtain almost any item in the game or beat any mob or boss in the game, I'm down to the last few farms:

1) Repair Bait Farm (mainly to get the bait rolling in pre-hardmode before obtaining enough bait rewards from the Angler quests)
2) Crystal Shard Farm (to produce rest quantities of Crystal Bullets or to sell for cash in early hardmode)
3) Chlorophyte Farm

The bait farm was my to-do list for the longest time, until a RedTide brought to my attention that I could simply use the Truffle Worm Farm I have now and use it to farm Glowing Snails above 0 altitude (unfortunately, some sort of spawning bug prevents Glowing Snails from surviving below 0 altitude because they spawn in conjunction with a hostile mob that kills them, because reasons).

The Glowing Snail farm works best in pre-hardmode, because in hardmode the stronger mobs can more easily kill the snails before they reach the player. I get much better rates in pre-hardmode. Here's what it looks like:

There's a dirt trap battery on the far right that fires a continuous stream of darts 1 block above the surface so as to not kill the snails. The snails crawl to the player, and then drop down into a small 1-block pit, where they can be collected at the player's house. They should be collected quickly though, since they do contribute to lowering the spawn rate if allowed to hang around (the spawn rate drops dramatically once 20-26 snails accumulate in the pit). The edges of the pit are inverted slopes (so can be placed in the pit) which prevent the snails from escaping.

The area basically follows the construction and dimensions of the truffle worm farm, as shown here:

http://forums.terraria.org/index.php/threads/truffle-worm-afk-farming-guide.48857/

In a challenge to the group: can anyone do better with a bait farm? The one I have generates about 5 snails a minute on average, and can be set to be AFK if the UAB is weighed down to continuously swing the rod.

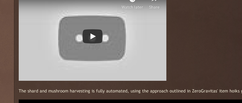
Next, I did a bit of research from the wiki regarding chlorophyte farms, and learned that in the cavern layer or below only 24 chlorophyte ore can spawn within a 38x38 block area. I decided to create my own farm, but also thought it would be a great idea to combine the chlorophyte farm with a crystal shard farm, and mushroom farm to boot. Mushrooms are appropriate especially since the chlorophyte bats needs mushrooms to be converted into shroomite bars.

Here's my current set-up:

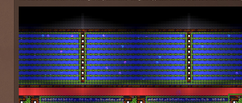
The chlorophyte farm consists of columns of 20 mud blocks separated by 18 blocks, with 4 "feeder" blocks on the sides of the 20 mud blocks to cause the chlorophyte to spread. Once ready for harvesting, a player mines down through the 20 blocks, and replaces them with new mud blocks. I decided to use an approach by EatrebeeBoman (identical to the one in the wiki):

http://terraria.gamepedia.com/Guide:Chlorophyte_Ore_Farming

Here's EatrebeeBoman's video (a bit dated, since the dimensions can no longer work but the general set-up is still sound):



The shard and mushroom harvesting is fully automated, using the approach outlined in ZeroGravitas' farm hotks guide. Here's the wiring:



The wall levers are pulled to actuate the blocks where the mushrooms are or where the shards are attached, and after they fall to the bottom the levers are pulled again to actuate a bottom hook that grapes the shards and mushrooms to where the player is standing by those levers. Mushrooms and shards are lone 1, so a timer-hook works fine for proper timing.

Here's a link to ZeroGravitas' item hook guide:

http://forums.terraria.org/index.ph...ariate-drops-travel-fallen-stars-and-more.41461/

So is there any way to improve upon the design? Are there any other farms I can incorporate into this farm to make it even more productive?

Last edited: Dec 1, 2015

Terraria Engineering - Academic and Hedonistic Contraptions: https://www.youtube.com/channel/UCrDfm-_PbyMcRGaqPFfrw
Interested in Terraria Engineering? http://forums.terraria.org/index.php/terraria-forums/t-mec-terraria-mechanical-engineering-corps.203/

THEC

Dromark, Dec 11, 2014 Report #1 Like

Vendulet
Terraria Engineer
Master of Crafting
Start a Conversation

This is AMAZING! I never thought to actuate the pearktones.

I apologize for not being active at all in the last week - Ive been really caught up with things.

Dromark said ↑
Mushroom Array Pear us.

Can't click anyone. Doesn't exist (yet).

Dromark likes this.

Vendulet, Dec 11, 2014 Report #2 Like

HDocter
Terraria Engineer
Master of Crafting
Start a Conversation

Addressing NPC spawning, can't platforms of mushroom grass be placed with a height difference of 2 between them, in order to prevent larger mobs be spawned? Also, hooking it to a fishing autofarm may allow for "almost" fully AFK farming.

Vendulet, Dec 11, 2014 Report #3 Like

Dromark
Terraria Mechanic
Master of Crafting
Start a Conversation

Quote:
Quote:
Addressing NPC spawning, can't platforms of mushroom grass be placed with a height difference of 2 between them, in order to prevent larger mobs be spawned? Also, hooking it to a fishing autofarm may allow for "almost" fully AFK farming.

That would be a nice idea. Linking this farm to a fishing pool! I could have water, lava, and honey ponds (only 300 blocks of each liquid are needed) and for the water pond I'd have to incorporate other biome blocks. I'll be checking on your progress regarding the cavern pond.

Regarding the mushroom grass platforms - they are already separated by 1 block, so any reason why you were thinking of separating them by 2 blocks? Spawning is already prevented everywhere inside the farm due to player placed backgrounded walls.

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THEC

Dromark, Dec 11, 2014 Report #4 Like

HDocter
Terraria Engineer
Master of Crafting
Start a Conversation

I was referring to the spawn pads, can't multiple platforms be added in the possible spawning areas, in order to allow only mob to spawn, thus allowing for mushroom grass to grow without affecting farming? Let me explain what I mean, we have two modes: Mob A and Mob B. Mob B's height is 3 blocks, if we build the spawning platforms to such a way that a few enough space is spawn, wouldn't it solve the issue with killed crabs? Addressing your question about the prototype of the Fish Farm, I specially designed that at least one of the 2 farms it's right under surface, in the Underground layer, to allow for such purpose. I've gathered most of the data needed to bring the farm to life, just a few missing.

HDocter, Dec 11, 2014 Report #5 Like

Dromark
Terraria Mechanic
Master of Crafting
Start a Conversation

Quote:
Quote:
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Oh my bad, you were referring to the snail farm, not the mushroom farm. While it is true that having a height difference of 2 will limit the spawns to just mobs, it would also reduce the overall spawn rate. However, if we have many mushroom grass platforms 2 blocks apart stacked on top of each other, then the spawn rate might not be affected all that much. I'll have to give that a shot and see if it works! Your suggestion might work very well.

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THEC

Dromark, Dec 11, 2014 Report #6 Like

Dromark
Terraria Mechanic
Master of Crafting
Start a Conversation

OK give it a try:

Nothing spawned at all. It looks like even mobs that aren't taller than 2 blocks nevertheless need more than 2 blocks to spawn. I seem to recall @WTK commenting on what was required for any mob or boss to spawn, but I'm sure free of Fungroundbiome(sic?). Let's have him weigh in on this.

Terraria Engineering - Academic and Hedonistic Contraptions: https://www.youtube.com/channel/UCrDfm-_PbyMcRGaqPFfrw
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THEC

Dromark, Dec 11, 2014 Report #7 Like

WTK
Moderator
Start a Conversation

Well that's pretty much it, if there is no 3x3 area in the potential spawn area, no spawn can happen, which also seems to apply to all NPCs (and if a theory on why is actually used, it probably because zombies are 3x2 and were the first mobs introduced which had to rely on tiles position and considering such mobs are why the system was made, the same limitation was probably kept out of laziness).

Other stuff:

Dromark likes this.

WTK, Dec 11, 2014 Report #8 Like

HDocter
Terraria Engineer
Master of Crafting
Start a Conversation

Dromark said ↑
It looks like even mobs that aren't taller than 2 blocks nevertheless need more than 2 blocks to spawn.

Note that the spawn point on the surface is in the bottom right corner of this rectangle, with an interesting implication: if there is a step up on the block to the left of the spawn point there will be no spawn. This means that an alternative to spawn blocking with lava is quite simply a slope. Left to right, top to bottom, at 45 degrees, across the spawn area. Real that up my sleeve for seen 2 months. Any use to anybody?

Tutorial Threads and Info!

Vendulet and Dromark like this.

HDocter, Dec 11, 2014 Report #9 Like

ZeroGravitas
The Developer
Start a Conversation

ZeroGravitas
Quote:
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Yes that is potentially useful! In grinders that use lava on both sides and a minecart to pass back and forth below the surface, that sloped block can be used at the edge of where the lava is to block a spawn on that block.

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Interested in Terraria Engineering? http://forums.terraria.org/index.php/terraria-forums/t-mec-terraria-mechanical-engineering-corps.203/

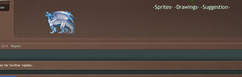
THEC

ZeroGravitas, Dec 11, 2014 Report #10 Like

Dromark
Terraria Mechanic
Master of Crafting
Start a Conversation

Dromark said ↑
that sloped block

Note that I didn't check this in a trick with angled blocks. It's the positioning of whole (square) blocks. As image below - a slope like that will see no spawns! While square down from right to left it will.



Tutorial Threads and Info!

Vendulet and Dromark like this.

Dromark, Dec 11, 2014 Report #11 Like

Dromark
Terraria Mechanic
Master of Crafting
Start a Conversation

Ah I see. Oh well, too bad the blocks at the edges of a lava pit enable spawns and there's nothing that can be done about it apparently. I tried various blocks previously including basalts but mob spawns seemed an everything. That aside, it's useful to know that the spawns can be blocked using this 45 degree slope without having to resort to lava pools or to 47+ block high columns.

Back on topic:

http://forums.terraria.org/index.ph...shroom-farm-perfect-for-endgame-rangers.7282/

Terraria Engineering - Academic and Hedonistic Contraptions: https://www.youtube.com/channel/UCrDfm-_PbyMcRGaqPFfrw
Interested in Terraria Engineering? http://forums.terraria.org/index.php/terraria-forums/t-mec-terraria-mechanical-engineering-corps.203/

THEC

Dromark, Dec 11, 2014 Report #12 Like

Vendulet
Terraria Engineer
Master of Crafting
Start a Conversation

This is interesting science! You guys know every aspect of this game!

Dromark said ↑
Mushroom Array Pear us.

Can't click anyone. Doesn't exist (yet).

Vendulet, Dec 11, 2014 Report #13 Like

ZeroGravitas
The Developer
Start a Conversation

Vendulet said ↑
This is interesting science! You guys know every aspect of this game!

I know right! They could probably allow you to play terraria in terraria!

-Sprites - Drawings - Suggestion-

ZeroGravitas, Dec 11, 2014 Report #14 Like

(You have insufficient privileges to reply here)