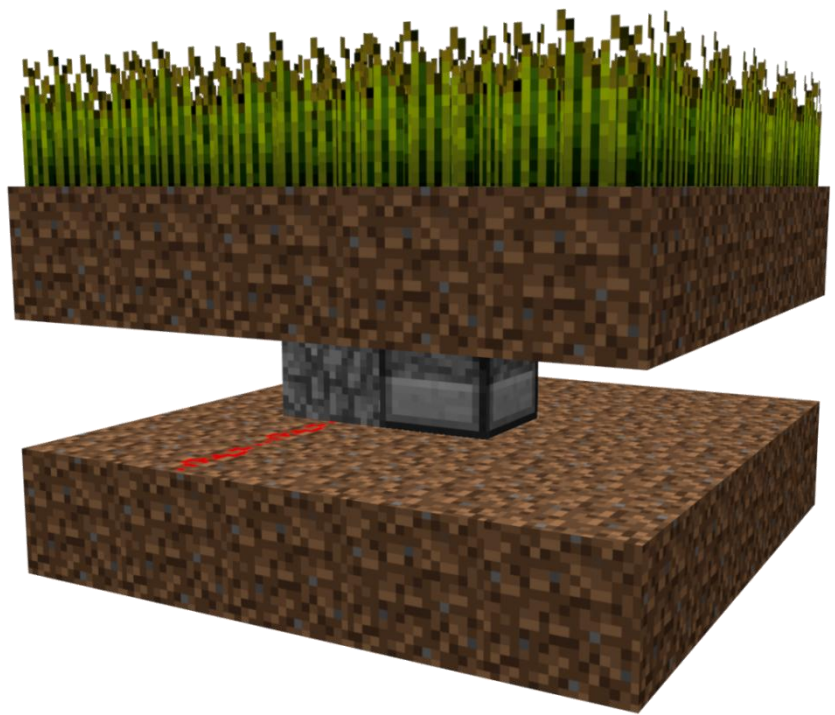


# The Planter

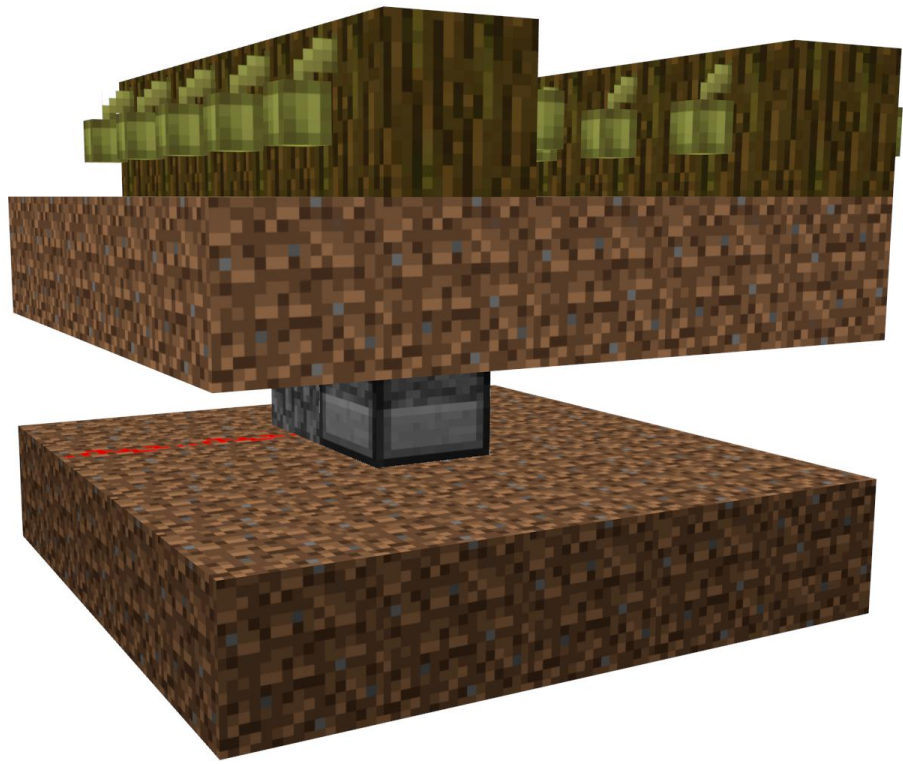
For Crafting the Planter you need the following recipe:



To use the Planter, put it below tilled fields and line it up with redstone. Put Seeds into the Inventory of the Planter and set the field size. The shown number of fields represents the number of seeds needed to fill all possible fields. The maximum field size is 81. Give a Redstone impulse (use a button) and the Planter will plant. This picture on the right shows a possible pattern of a wheat farm. As soon as you harvest the crops, the planter stores the seed items back to its inventory.



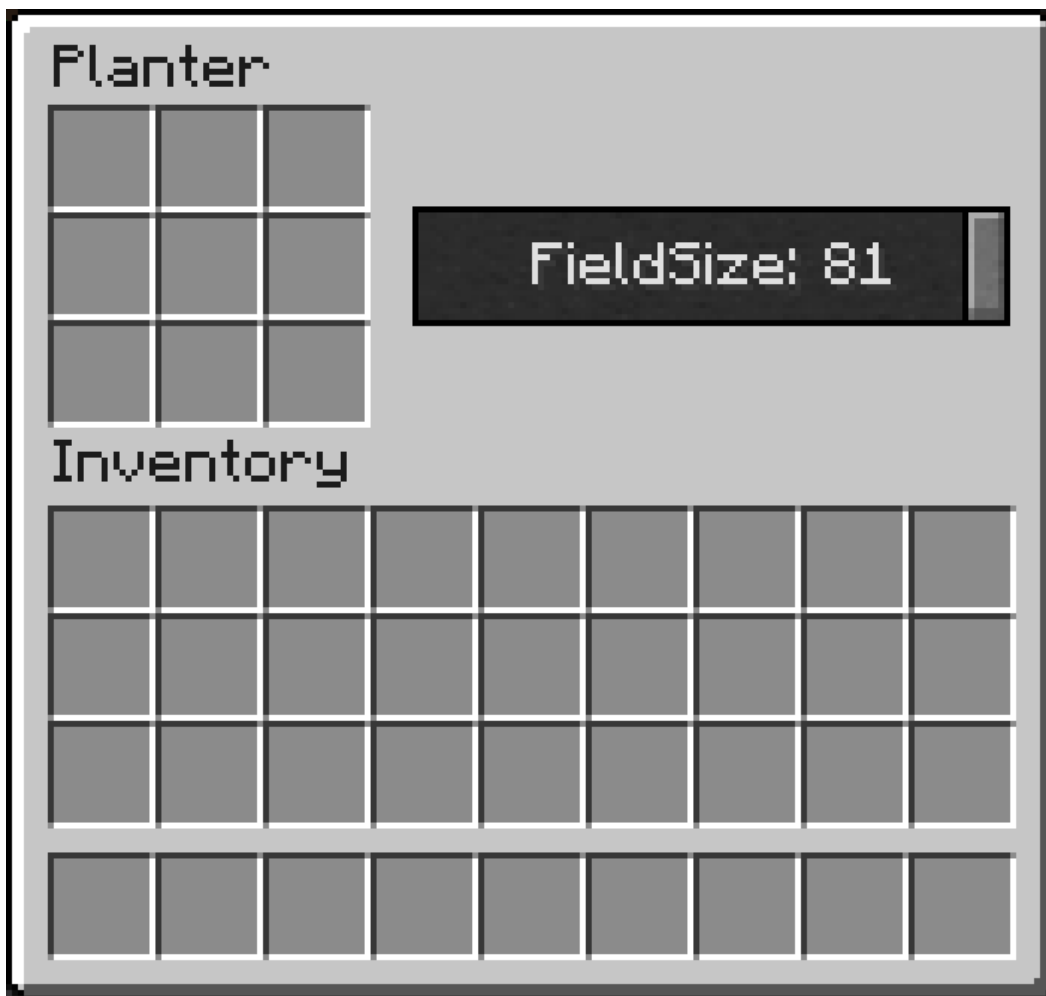
Since Update 1.3.2 and later Minecraft uses to implement new and complex crops (cocoa in 1.3 and carrots and potatoes in 1.4). Therefore, the Planter supports these crops and their behavior, too. The cocoa bean farming makes another kind of farm needed. One possible design is mapped in the picture on the below.



One difficulty with the new crops is the fact that the seeds and the crops are the same item. To avoid issues the planter takes back only as many crops as needed for the next step of planting, depending on the field size you define and the number of fields within this space. For each kind of crop there is a different number of stored items.

If you change the field size or the fields themselves, the next harvest might be more or less abundant than you expect.

Here's the Planter's GUI:



Put seeds or cocoa beans (in 1.4 I'll add support for carrots and potatoes, too). Use the slider on the right to adjust the field size the Planter is going to plant.

## Clipper & Manger

For Crafting the Clipper you need the following recipe:



For using the Clipper, set it on the ground level for the sheep to walk over it. Power it with redstone and let it shear the sheep. If you don't want to have more wool, just turn off the power. For advanced use, you might want to download Pfaeffs Allocator for collecting the wool items automatically.

For Crafting the Manger you need the following recipe:

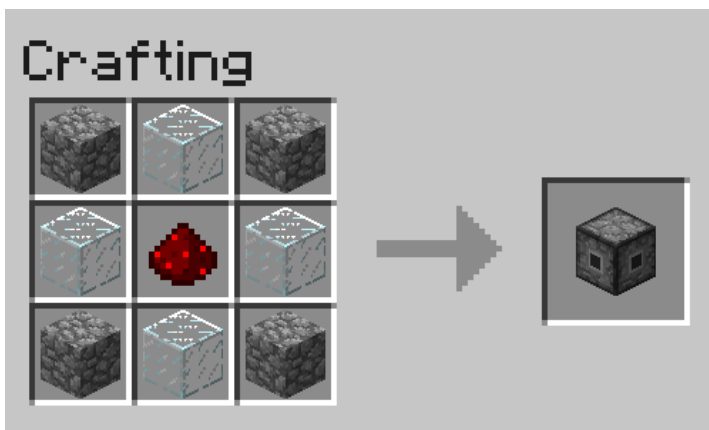


For using the Manger, Put it next to your animals and fill it up with wheat. The animals will do their work. Watch out: Hungry pigs might'nt let you walk away.

If you don't watch out your animal population could grow too fast. Too many animals can break down your minecraft. For automatic slaughter machines use the Scanner.

## The Scanner

For crafting the Scanner you need the following recipe:



To use the Scanner just put it on or below your enclosure. Line it up with redstone. The GUI of the Scanner is a bit more complicated than the others, here's the explanation for all the settings:

The area the scanner counts the entities in.

The number of entities needed for the Scanner to give redstone power. Set it to 0 to disable the Scanner.

The setting used for the behavior of the scanner against animal children. „Detect children“ will count the animal children and add their number to the adult’s one. „Protect children“ won’t let the scanner give power if there are children in the scanned area. „ignore children“ will only count the adults. This option can be used for advanced slaughter machines – animal children don’t drop anything.

