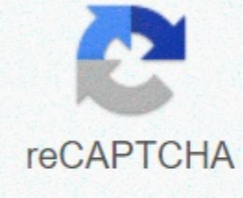




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## How to make a chicken farm in minecraft survival

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Long story short, I have a world that contains a fully automatic chicken farm, using what is known as an Ethos Hopper Clock, which is a kind of redstone watch that uses elements that move between two funnels like precise timing, a redstone block on top to power one of the two funnels, observers on the sides, and pistons... 07 May 2020 · Essentials 1.15.2/1.14.2/1.13.2 is a mod that adds content designed to expand the capabilities of Redstone by default, as well as objects that will allow us to create systems designed to automate processes, either in the processing of mineral resources, for the creation of unit farms or in the tasks of agriculture in our gardens. Aug 18, 2020 · An automatic chicken farm is a great way to have an almost unlimited amount of cooked chicken on a Minecraft survival world with absolutely no need to press any buttons or update it. Simulation games Mobile Games September 12, 2019 · Fishing in Minecraft is a way to gather food for your character, plus you get a little chance to find a special item. All it takes is a fishing rod and a water. Fishing in the right weather and light will make fish bite faster. Egg farming is the process of collecting a large number of chicken eggs from chickens. From an automated source of eggs, a chicken farm producing additional end products such as raw/boiled chicken and feathers may be constructed with the addition of egg-dispensing and chicken waste systems. The chicken is the most farmable animal in Minecraft. Unlike cows and sheep, it doesn't take any food to grow up or reproduce. No matter where the chicken is kept, everything just happens automatically. Moreover, cooked chicken is almost as good as other cooked meats to restore hunger. Catching or hatching a chicken [edit] Generally, you want first to build a pen to hold them. Single-height wood (or a small cave) will suffice, but either way it is best to add an entrance lock: a fenced space with gates leading both to the pen and to the outside. This will help prevent escapes - if one of the gates is always closed, the chickens' pathfinding will never see an escape route to the outside. The usual way to catch chickens is to keep seeds of any kind, which will make any chicks nearby follow you across the landscape and right into the pen. Alternatively, if you already have slimeballs and string, you can use leads to pull them together; This will mostly keep them from wandering away, you will need a separate lead for each chicken. With care, chickens can even be led over water as they will follow your boat. Another option is to collect eggs and throw the eggs in your closed pen. There is only a 1 in 8 chance of spawning a chicken when you throw an egg, so you should try to collect at least one stack. They will take some time to grow to adulthood, but once you have at least one adult chicken it will start producing eggs and with two or more adults you can breed them with seeds. When hatching a large number of chickens, a good rule of thumb is that including growing time, the chickens will need over a real-time hour to replace the eggs used to hatch them. Nights skipped in a bed do not count towards this time, and the (the) pieces containing the chicken must remain loaded (that is, near a player or in the alley pieces). This also requires you to collect all the eggs - remember, loose items like eggs despawn after 5 minutes. Setting up the farm [edit] You can farm chicken eggs the traditional way where you have to run around and collect chicken eggs all the time. Alternatively, you can follow one of the tutorials below, to create a farm that channels eggs to a single point. Most of these will do the same for chicken meat, feathers, and even experience balls as well. 3x3x4 Automatic Farm[edit] This is a minimal egg farm consisting of 8 blocks, a funnel and breast: it is incredibly effective in versions before 1.11, as it could house hundreds of chickens in a 1x1 area. Since version Java Edition 1.11's introduction of maxEntityCramming gamerule, the number is reduced to 24. Check your servers settings on cram before settling on this farm solution (this is not a problem on the bedrock version). Alternatively, you can place a single vine block in the room that the chickens consume and they will not suffer from unit cram damage. The opening at the top can either be used as a one-way entrance or simply sealed. Bait a chicken in or throw some eggs on the interior walls to start the system. Building [edit] This system can be expanded with a larger living room with all funnels eventually pointing to one that goes to a coffin. At a certain point, the system becomes prone to mob alleys, plates can be laid over funnels to deter mobs spawning. Spawning can retrieve lost eggs through a plate.) Because it becomes too expensive to use many funnels, the water flow is used instead of the first assembly in the following version. 11x11x6 Automatic farm[edit] Funnel farm is a relatively simple contraption that does not require access to lower quartz. On the ground floor, chickens are contained by water while growing and laying eggs, which also washes the eggs in a funnel; then the eggs go back into the system's delivery chest. This breast feeds an automatic hatcher, which can replenish the ground floor after a harvest. The hatcher is controlled through a despawn timer, which prevents the system from spawning chickens ad infinitum (or at least until the server crashes). This courtyard will be surrounded on the surface by an 11,x11 fence or wall, with doors or gates on or near the middle of a side. There is a pillar and (at least a) partial roof in the middle, and an egg room dug 3 blocks deep beneath it. The egg room and its pillar can be adapted to other farm layouts. You will also want a tunnel leading to the egg room, with room to get on the chest and other devices to retrieve meat and feathers), and switches to trigger or disable the rye. The chickens are mainly contained by water, so the farm partially resists any problems with chickens walking through walls and fences. The schedules are below. The gold and stone blocks represent any full block, but the blocks displayed as gold must also be opaque, while stone blocks can be opaque, transparent, transparent or in some cases air. Automatic 11x11 Egg farm Plans [Schematic Help] The base machinery includes three pipettes, one dispenser, three funnels, a chest, a few contacts, two redstone repeaters, two redstone torches, and six redstone dust. Make that equipment from scratch will cost a minimum of 6 smooth stones, 15 iron, 29 cobblestones, 10 logs of wood (with some bits left over), 18 redstone dust, and 3 string. There is also a need for 7 solid opaque blocks, and several that can be opaque or transparent. The chest can possibly be doubled (another 2 wood) and you may well want another chest elsewhere in the egg room, for general storage. The 9x9 floor inside the room should use 78 additional blocks or plates (if the optional second chest is used, then at least the space above it should be a plate). You might want a trapdoor from the chicken floor to the egg room: the water not only will not flow through the trapdoor, but will generally prevent chickens from sliding down there too. The column will be a plate and two additional blocks, one of which should be a jack-o-lantern or other light source. Even a block with four torches will do, but you need a light there to keep chickens from drowning themselves at the edges. The roof must use at least 10 solid blocks to intercept eggs (3x3 above the dispenser, and a topping column). The rest of the can be filled with plates. The walls must be fixed blocks, at least 2 high (the ceiling layer will usually be a third) This will cost most of 80 blocks of stone and/or glass (or 20 wooden logs converted into planks). Doors can best be placed in the middle of any wall, or all four of them. Given the creepers, it is much safer to make at least the floor and the bottom row of the wall out of blast resistant blocks: Any stone will do as will brick or hardened clay, or even obsidian. This will minimize clutter if it doesn't get blown, and make it much easier to fix up. Make the top row out of glass blocks you can see in and out of the yard, which helps avoid creeper blasts in the first place. You can also surround it with other protections such as a moat, which would prevent creepers from damaging the blocks even if they explode. When the walls are set up, it is easiest to build the egg room from above. Be sure to equalize the space so that the input funnel is in the middle of the floor, and light up the egg room properly. When you orient the room, think about where you want the access tunnel to go. As shown, an access corridor that leads to the lower left corner of the chart allows you to get on all containers and both switches. The hatcher consists of two pipettes upwards with a dispenser facing up on top of them. These are fed by funnels, with the chest providing extra storage space, and powered by a 3-watch. The clock is on the right edge of the chart, from the block with the handle south and down. In the handle, you can completely disable the hatcher – position it and turn it on as soon as the clock is built, so you can build the rest without clicking on sounds. The despawn timer (top edge of the chart) is a dropper facing down over the pressure plate. It works by releasing an element on the pressure plate, which will turn off the burner and activate the clock until the item despawns. The block in front of the pressure plate helps avoid inadvertently picking up the item when you pass nearby, but if you go close enough, you can still pick it up and cut off the timer. After you build and connect the despawn timer, you can turn the handle off again, as the inactive timer will keep the clock disabled. The despawn timer's dropper can be loaded with any disposable product, such as excess seeds or eggs. The block in front of the pressure plate is just to make it a little harder to accidentally intercept the item – glass will let you see if the item is on target or has missed the pressure plate. Once the egg room is built and closed over, continue with the central pillar: Over the funnel, place a top plate, then two blocks above it. You can make the bottom a jack-o-lantern, for simple lighting. From the top block of the pillar, extend a roof beyond the dispenser and at least one square around it in all directions. Put a torch on the roof to avoid unfortunate monster alleys, that if you use plates, you can get chickens on top of the roof. If you have the smallest roof, they will just fall into the water, but if you want to extend the roof to the edges, use opaque blocks to avoid escapes. Please note that the dispenser is deliberately separated from the collecting funnel/central column to give the variable purpose of the dispenser. The plate (or another transparent block) between them is only necessary if you add the optional chest, but if you do, an opaque block that will prevent the chest from being opened. Note that from version 1.14, you can place the optional chest without connecting it to the main chest. It will still be included in egger, but can be useful for stashing extra eggs, especially when you are harvesting and want space in the main breast for feathers and meat. Last of all, place buckets of water in every corner; they will flow to the central pillar. Put your breast with eggs and/or lead in some chickens, and just press the button. Then let the eggs accumulate until you have enough for a full run (at least a dozen stacks in the chest). (If you start with just a few chickens and/or eggs, an early run with just a few stacks can get you a few more chickens to fill the system faster.) If you have many eggs, you can do a longer run by disabling despawn hours (adding a lever to the block for its output torch), or just make another run immediately when the first finish. Running the farm[edit] The clock is usually disabled by either the inactive timer or by the handle, which either disables the watch. With the clock disabled, the incoming eggs will fill first the bottom dropper, then the bottom funnels, then the breast, and finally ingesting the funnel. This provides a total of 52 stacks of storage, or 79 with the optional second chest. Now, 79 stacks of eggs would produce an average of 163 chickens, which may be enough to seriously lag the game when you're nearby. Worse, they will take over 15 minutes to feed through because funnels are slower than the clock. If you let the hatcher run much longer than that, the first chicks will grow up and start laying eggs! At that point you will face exponential growth, only limited by the speed of funnels. If the hatcher is back running after the first generation grows up, the system will produce 2.6 chickens per minute initially, but if the game doesn't go down, it will eventually peak at 1.8 per minute, 363 per game day. In such numbers, the chickens will overrun any enclosure, and the huge numbers will cause the game to lag badly. But if you don't mind risking Chickmageddon, you can skip the despawn hours forming the top two rows of the egg room. In newer versions of Minecraft, crowding will eventually cause chickens to begin choking, but for this design that may not be enough to prevent problems. This despawn and inverter will allow the clock for 5 minutes only, so you hatch 500 eggs at a time (about 31 stacks that produce an average of 64 chickens). There's a bit of a trick here: Since the watch has a period of 0.6 seconds, 300 seconds you get 500 cycles, but the watch and dispenser are faster than the funnel feeding dispenser. The funnels alone could deliver less than 375 eggs to the dispenser, but the eggs at the bottom dropper provide just enough of a head start to cover a batch of 500. As mentioned above, the chickens will need just over a real-time hour to rebuild the eggs used; if you don't want to wait for it, you can harvest chickens as soon as they're ripe, then run the egger again and let the other batch refill the chests while you do other things. Joghurts Design [edit] Lower layer of Joghurt's egg farm Just dig a square hole 11 with 11 blocks and a block deep, then dig another layer into a circle shape. You will need an extra hole in the middle where the water and eggs flush out. Now you need to build the isle to prevent the chicken from also being washed out and give them some soil to lay eggs that can hatch to slowly expand the total population of chickens on your farm. Connect the middle drainage hole to your system from below, place water in the corners and you are ready to go. Trench Farm[edit] The 14 Second Compact Egg Farm is a farm designed by Minecraftmaximizer for the Minecraft 1.5 release, which takes just 14 seconds to build. It costs 8 tree trunks, 10 bars of iron, two arbitrary blocks and an optional ladder. It is mainly 3x3x4 farm put in a hole. This farm has begun by digging a hole 3 deep, with 4 long, at a wide hole. Chests and funnels are located on the bottom (a double chest on one side, two funnels feeding into it on the other). The ladder can go over the coffins. Two blocks then go over the funnel next to the chest, to keep the chickens in place. Then you can hatch chickens over the exposed funnel, and eventually collect eggs from the chest. Because it has a volume of only twelve blocks, this farm is one of the most compact farms possible, especially with the inclusion of funnels. A video showing it and a schematic: Most current egg farms have chickens supported by water, with their eggs falling through the water in a collection area below. The water can be supported by signs or ladders that will keep it from flowing into the collection area. For a fairly space efficient design, build walls around a 2x2x2 column. The two lower compartments are the collection area (be sure to leave a door), and the upper part of them has 4 characters to support the water. The next two layers are a water pool with no flow, especially not downwards. It's probably best to make the whole pool of source blocks. The chickens will go in and over the water - there should be a 1 or 2 over the water so that the chickens can breathe. The walls around and above the water should be glass blocks, to keep the chickens from choking each other against the walls. Once built, eggs can be thrown directly up from the collection area. The chickens will float on the water and their eggs will fall to the floor for easy collection, where they can be thrown back to hatch more chickens. When meat or feathers are needed, a sword can be used to pick chickens from below. A water flow can be placed in the collection area to bring the eggs to a block, but this makes it more difficult to shed eggs and collect meat or feathers. The static water in the design above leaves some eggs stuck to signs. Expansion of the pool area (Flowing Egg Farm) provides a flow of water to gather eggs to the center, and the inward flowing flow helps prevent chickens from phasing through the walls, allowing far more chickens to be kept. This design can be squared out, flowing to a central 2x2 hole, or it can simply be extended horizontally, perhaps with another water flow carrying eggs down the collection corridor. It doesn't have to be the full 18 blocks wide, either, as long as the collection area is below where the currents meet. Another great egg farm: Realistic Chicken Coop [edit] Put a chicken on top of each Hopper. Each coop can house 6 Chickens. You can also change oak planks to stones or cobblestones for a nicer look depending on the bio or just your choice. Design 8[edit] Begin with a 4x4 chicken pit with water sources in all corners. This will create flow towards the square formed by the middle four blocks. See figure one. You will need to build the sides of 4x4 higher than shown or chickens will escape. Also if you plan to have a very high density of chickens, use glass for the walls of the cabinet, to prevent choking. If you want to channel egg/chicken meat to a single collection point instead of to a 2x2 square, place ladders below the 2x2 hole to stop the water from falling. Attach 2x2 during the collection hole and create a hole down through one corner. This will lead to your collection point. In the corner diagonally opposite the hole, place a water block or let the water fall from above. Chicken farming and cooking [edit] A chicken farm produces chicken products including raw chicken, boiled chicken, and feathers. In general, such farms combine a source of eggs, a dispenser to generate chickens, and a lethal mechanism to obtain prey from the mature chickens. Extension of 3x3x4 farm [edit] A simple change with the egg/feather funnel can be a dropper/funnel path pointing back to an egg dispenser under your circuit pulses. Since the dispenser creates chickens by throwing the eggs into the chicken area again, a closed cycle to generate more and more eggs and chickens If left unmanaged, it is likely that the game would lag with a large number of chickens, possibly before maxEntityCramming gamerule kicks in. A block of water laid on top of the air block controlled by a dispenser with a bucket can be used as a kill switch to obtain boiled chicken. The flowing water prevents the chickens from swimming up, and a top lid made of trapdoor would guarantee suffocation. Replace the block of water with a block of lava to get a boiled chicken farm. Filtering out immature chickens [edit] To filter out immature chickens that produce no loot, a block of lower half plate lay above the funnel. This plate would stop water or lava from invading, while still allowing taller, adult chicken to smother or burn. Full automation[edit] An obvious first change to the full automation step is to replace the kill-switch mechanism with a mostly persistent source of death. Therefore, the plate construction should be used to wait for the immature to grow. But that's not enough, as this system kills mature chicken right away and offers no chance of rebuilding egg delivery. The fix involves adding another dedicated egg farm. Just replace the input to the closed cycle egg dispenser with a gathering funnel of an independent, normal egg farm and you are ready to go. You can use a large coffin to equally divide eggs made from the extra farm for egg collection and chicken farming. You can control the generation rate by controlling the egg input. The point of the farm is that adult chicken in an egg farm will provide an endless supply of eggs. We can send these eggs to a dispenser in another farm, where they are killed and turned into meat. Example farm with 1/2 of the egg output used for the manufacture of lava-roasted chicken: Dispensers are connected to your circuitry. Timing: a baby chicken takes 20 minutes to grow up; a chicken 5-10 minutes to lay an egg; An egg has some 1/8 chance of spawning a baby chicken. Some redstone controls on the egg-feeding funnel can be used to limit the amount of eggs put into the system in each cycle. Example farms [edit] Friloth's Chicken cooker Friloth puts dispenser on the plate (chicken) level in the meat farm. This allows fewer layers of construction to be used and makes the design much simpler. Another innovation is that the system is self-powering: by letting a comparator analyze the first (egg-bearing) funnel and an observer amplifying the signal, the egg-shooting dispenser can automatically fire (twice) without a clock circuit constantly working. Instead of being constant there, lava is controlled by another dispenser to only appear for two ticks. There is no real benefit to this level of caution until 1.14 at least. Since 1.14 lava destroys cooked chicken drops almost instantly, Friloth has published a guide to of the farm. The idea is to the funnel with a Minecart with Hopper sits directly on a funnel while holding the same plate mechanism. Minecart collects items much faster so that all products can be saved from the flame. Dis\_CyaN's Chicken drowner Dis\_CyaN also uses the idea of putting the dispenser at plate level, although the two sub-farms are laid out differently in relation to each other. Compact 1.16+ Design for Java This design of Cheesedud6 has a handle to switch between cooked chicken/feathers and eggs. Target blocks help make the design compact. Compact.