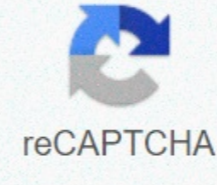




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## Fish farm minecraft 1.16

This page contains content that exists only in outdated versions of Minecraft. This feature used to be in the game, but has since been removed. Fish farming is a simple method of catching large quantities of fish and other items of fishing. Most AFK design coats right-clicking an iron door with tripwire over it, causing fish caught to flow into a hopper and then into a collection crate. Designs[edit] AFK Automatic Fish Farming[edit] Automatic fish farming includes right-clicking on a door above which tripwire and hoppers are collected. It's a good idea to have an automatic fishing rod dropping the supply of new fishing rods when the previous breaks. The ideal rod for Lure III, Luck of the Sea III, Unbreaking III and repair I. Use mouse buttons on Windows to experience truly AFK. If you play on PS4, you can throw a coin between L1 and L2. Note: None of these work in the Bedrock Edition, thanks to the operation of tripwires and doors. Mojang also does not want to AFK fishing Bedrock Edition. As such, most AFK fishing plans involve taking advantage of the bugs to get fixed in the next update. AFK fish farm also does not work anymore since the snapshot 20w12a (it is now literally only for fish). 1.14[edit] Xisumavoid's Design[edit] Other versions [edit] Panda4994 Design (1.11) [edit] It also helps explain the mechanics of AFK fish farms. Docm77's Realistic Fish Farm 1.13.0 (Only) [edit] This farm is very useful because it doesn't use fishing and generates for you without having to hold down the button. It works with Soul Sand to bubble columns heading up to a cobweb layer that looks like a fishing net and catches the fish, you can slowly drown and drop down onto the water conveyor belt with a few hoppers. This farm no longer works like version 1.13.1 because fish don't die from cobwebs anymore. Alternative Fish Farm[edit] The farm modification made in 1.13.2 can be done by sketching a column of 2x2 or 3x3 bubble water with hoppers and cobwebs on top. The fish land on the outer wall and drown in cobwebs. Docm77's Design (1.13) [edit] Frilloth's Design[edit] This design uses an iron trap door instead of a door. To use the AFK fish farm, the player must hold down the right button. When the rod is cast, it is poured into the tripwire, opening an iron door. When a fish is caught, the bobber suddenly falls off, closing the door and breaking the line. This forced the rod to roll what it caught. Beyond the iron door, there is a note block that absorbs all other right clicks, which does not result in anything. Semi-automatic fish farming (not designed for FK) [edit] Semi-automatic fish farms include the detection of fishing rods by means of tripwire, closing a door while fishing, improving fishing rates. The following video is an example: Fish collector[edit] This is done using a basic design Automatically collect the fish while it is very quick and easy to build. No AFK Fishing [edit] Although AFK fishing is very fast, at 1.16+ and bedrock, traditional AFK fishing doesn't work, so here are some tips. Before that, here's a quick run-through of fishing mechanics: time: the game doesn't choose random time to give you a fish as soon as you throw the line, you choose a random time of 5-40 seconds to wait. Spells: Bait is the key here, many believe that bait brings more fish and no treasure, it's not what you do, what bait does it reduces the waiting time for each level, it reduces the waiting 5 seconds. The luck of the sea is also important, it brings more treasure. So here are the main ways to speed up non-AFK fishing. Magical Use an enchanted fishing rod, spending xp on a fishing rod may seem useless, but no, you can get a wonderful catch from fishing. There are 4 spells you can put on a fishing rod that are useful for repair, unbroken, bait, and luck of the sea. Repair + Unbroken. They can be useful, so you don't have to fix your fishing rod, you get XP for fishing and go right to you, fixing the fishing rod right away, and unbreaking, you just need to be fixing some time (assuming your overall health) and it will allow you to make XP magical, repair, etc. Luck of the Sea Simple, it will make you more treasure. Bait bait reduces the predetermined waiting time of 5 seconds for each level. Repair. One of the problems that the reason for the repair is that it does not allow other repair equipment to be fixed, but it is a solution if you fish for Luck of the sea 3, you often get a lot of enchanted books, fishing rods, and bows, the useless ones can be then brushed off with a grinding stone, even the books that will give you XP that will allow repair. This page contains content that exists only in outdated versions of Minecraft. 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No matter what OP the old fishing was, I personally don't like the way it works 1.16.1 like myself some OPness :D I understand that the treasure change brings a 5x5 space now, but what about the standard fish food/exp farms? For example, it's: built this, but it doesn't seem to be working properly. Is this because of a fix or a user problem? Page 2 5 comments