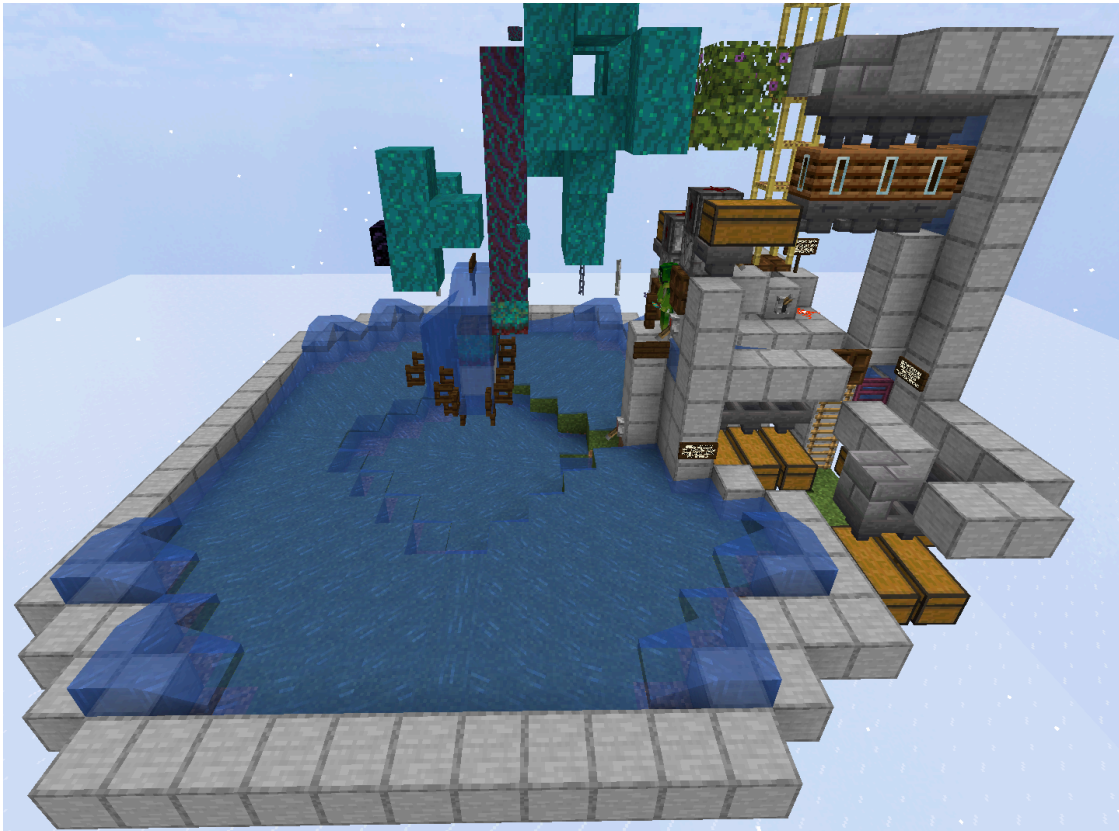


Woah guys look it's getting an upgrade 🎉



Things to improve about the original:

Farm Issues/Areas to Improve	Video Issues
Stair instead of full block next to item sorter	State correct amount of items
Item sorter hoppers get stuck when filter isn't active	Redo faq doc with actually all the faq's from the v1 vid's comments
Items flow over trapdoor missing a hopper or 2 when composting mode is switched off	Explain what things do in more detail when placing
Try to reduce number of grindstones needed down to 0	Take your time when building
Item batching to reduce items getting through into composting array	Text on screen displaying direction (mini hud) and blocks placed maybe (edited on)
Lots of items still landing on the outside of the farm	Go into free cam every now and again when building it to show perspective and where you are for clarity
Replace soul sands with solid blocks	Use 1 take editing tech from simple ntf v4 video (and similar structure too)
Sometimes drops are too far away to pickup (see if ians had the same issue)	Reiterate NOT rotating it
Compact redstone clock and move it above	Show that it works with mushrooms and show

player with levers on underside maybe (could also block some items from landing and getting stuck)	how
Make storage even more minimal (just 1 layer of chests)	End stone can replace iron bar if it keeps breaking, drops rates by a negligible amount just a bit harder to get
Try with a fence post to lean up against and see if you can still reach to place fungi	Iron bar only needed for huge fungi and breaks on most other modes
Adapt madman's mangrove design to your storage and everything and chuck it at the end of the vid	Player has 0.05 blocks of wiggle room either side the centre when in huge fungi mode i.e. requires access to both droppers
	Show how to use the farm better (e.g. fill inventory with dummy items)
	Show torch tower variant for those on superflat and can't access scaffolding
	Use smooth stone instead of cobblestone when building
	Have farm explanation bit (maybe)
	Clearly state a lot that it doesn't work on bedrock
	Player will take damage if you have nudger on but alternating tnt height lever OFF (redstone dust in dot mode)
	Mention you can clear out old trees using the nudger
	Build the bare minimum needed to get overworld trees working then include all selfsus nether tree, mushroom, mangrove stuff at the end in the variants version (maximise output for least input in tutorial and in thumbnail + title)

Notes:

Player hitbox is 0.6 blocks wide

Pickup hitbox extends another 1 blocks each side, and 0.5 blocks up down

Items are 0.25 blocks wide. 2 items + 1 player + 1 block each side = 3.1 blocks where the 2 max distances the items from the dropper circuit can go is 2.9 something but also items can only go a max of 0.95 blocks from the player so alr -> so player has 0.05 blocks wiggle room left and right of iron bar

Excess compostable items currently being fed back into main storage but when showing the fungi farm addon demonstrate how to compost the excess and send to the fungi farm

Tree Type	Rates/h Ian's Original	Rates/h VUNTF v2	Bone meal used/h
Warped	7100	8100 (1.6k shroomlights, 13.1k wart blocks)	0
Crimson	7100	8100 (1.6k shrooms, 1.9k weeping vines, 13.1k wart blocks)	0
Cherry	11500	12900	4800
Azalea (oak logs)	9500	10500	4100
Jungle	7100	7900	5100
Birch	9600	10600	10100
Spruce	7400	8300	8500
Acacia	8500	9700	6200
Oak	7500	8300	8600
Brown Mushroom	5000	9400	2100
Red Mushroom	24000	28300	7100
Mangrove (modified)	5600 (16500 roots)	5450 (17500 roots)	9000
<i>Average</i>	<i>9300</i>	<i>11000 (~17% increase)</i>	

Rates for warped mode when planting at 4gt and sending excess compost back to storage (550 hour test):

Items for cyan (32635.60 min), total: 1234
(22691.3/h): ~~OK~~

- Warped Wart Block: 7119341, 13088.8/h
- Warped Stem: 4379993, 8052.5/h
- Shroomlight: 833298, 1532.0/h
- Twisting Vines: 5482, 10.1/h
- Crimson Fungus: 3614, 6.6/h
- Warped Fungus: 699, 1.3/h

Items for cyan (196.89 min), total:

- Cherry Log: 42194, 12858.2/h
- Stick: 10835, 3301.9/h

Items for cyan (162.21 min), total:

- Oak Log: 28384, 10498.8/h
- Azalea: 10483, 3877.5/h
- Stick: 8243, 3049.0/h

Items for cyan (226.11 min), total: 5

- Acacia Log: 36508, 9687.8/h
- Acacia Sapling: 13275, 3522.7/h
- Stick: 7517, 1994.7/h

Items for cyan (271.11 min), total:

- Birch Log: 47706, 10557.9/h
- Birch Sapling: 20789, 4600.8/h
- Stick: 11040, 2443.3/h

Items for cyan (210.29 min), total: 5

- Spruce Log: 29090, 8299.9/h
- Spruce Sapling: 15022, 4286.1/h
- Stick: 8239, 2350.7/h

Items for cyan (399.50 min), total:

- Oak Log: 54986, 8258.2/h
- Oak Sapling: 28868, 4335.6/h
- Stick: 15792, 2371.8/h
- Apple: 2618, 393.2/h

Items for cyan (346.86 min), total:

- Jungle Log: 45658, 7897.9/h
- Stick: 8453, 1462.2/h
- Jungle Sapling: 7123, 1232.1/h

Items for cyan (191.08 min), total: 29

- Brown Mushroom: 29786, 9352.7/h

Items for cyan (319.80 min), total: 15
- Red Mushroom: 150984, 28327.1/h

Items for brown (829.33 min), total: 428750
- Mangrove Roots: 249821, 18874.0/h
- Mangrove Log: 83627, 6050.2/h
- Stick: 40851, 2955.5/h
- Moss Carpet: 40233, 2910.8/h
- Mangrove Propagule: 14210, 1028.1/h

VERSION 1 RATES (some numbers are over/under inflated weirdly):

Rates

Sapling Mode (all have positive sapling return)

- Birch: 10600 logs/h 3600 saplings/h (uses 10250 bm/hr)
 - Oak (from azalea) 10400/hr (uses 4100 bm/hr) this is the recommended option for farming overworld logs
 - Oak: 7900 logs/h 3800 saplings/h 370 apples/h (uses 6250 bm/hr)
 - Spruce: 7700 logs/h 3700 saplings/h (uses 8650 bm/hr)
 - Acacia: 6800 logs/h 3400 saplings/h (uses 8550 bm/hr)
 - Jungle: 6900 logs/h 1200 saplings/h (uses 5100 bm/hr)
- all produce 1600-2300 sticks/h

Huge Fungus Mode (selfsus)

- Warped & Crimson:
8000 stems/h
1530 shroomlights/h (can compost but these are usually desired and rarer)
45000 wart blocks/h (equivalent to 5460 bonemeal/h)
2000 weeping vines/h (equivalent to 142 bonemeal/h) (crimson only)
Uses 5000 bonemeal/h (400/h or so left over) and 1440 fungus/h

Always breaks the iron bar? (and end stone wall)
no
no
yes
yes
no
no
yes
yes
yes
no
no
n/a
n/a