

I'm not a bot



that i in 4-8 fluke (which again cannot be counted because it is not consistent or guaranteed). 2) Not sure there's this 0.01% is coming from, since you are going to be including actual numerical values in your explanation they kinda have to actually have some factual background of some sort? The second part of this statement is a bit hard to understand due to the wording of it. What you appear to be saying is that the difference between the amount of loot produced by the fall grinder and the drowning grinder will be roughly the same for 1 hour as well as 20 hours. This is not true, however you are very welcome to try and prove that you are correct. I outlined some of the basics for an experiment that you could do for this in the paragraph below this one. Anyways, since a fall grinder kills the spawned mob within 6 seconds or so of it being spawned, it is mathematically much faster than the drowning grinder, which only kills mobs at a speed of at least 20 seconds (approximately 5.5 hp per second) per death. That is of course not taking into account the several seconds it takes for the first mob to get into the drowning position, however since that is only 20 or so seconds out of potential hours of farming I am going to choose to not count that. Either way, the fall grinder is killing a mob within approximately six seconds, which is literally less than a third (6/20 to be exact) of how long the drowning grinder is taking. So no, the "much more" was not a false statement, since the fall grinder is killing mobs at a little over 3 times the speed of the drowning grinder. That is not "0.01%". It is 300%. For an experiment like this, however, you would obviously need to use the same minion with the same tier, the same number of these minions if multiple minions are being used (I would not recommend using too many minions as that will make things hard to keep track of), allow for the exact same time for both minions to produce resources (do not just leave them both at work overnight and then collect the loot from one before the other in the morning). These things are necessary in order to ensure that the experiment is as accurate as possible. Video proof would be necessary for obvious reasons. You will need to ask for exactly one hour in a spot just blocks away from the grinding machine, and when the hour is almost up, get into a spot where you are able to pick the minion up as soon as the hour ends. Then count the resources gathered (leave them separate from the other grinder). Do this once for each grinder, and do not do both grinders at the same time.3) When you said "it's not overflowing unless you have more minions than you need", you seem to be assuming that if people are putting a large number of minions in the grinder, such as the maximum number allowed for instance, they are using more minions than they need. This is not always the case; what if someone is farming Leaping Swords to sell on the auction, or is grinding for a Pigmen Sword that they are trying to get within two weeks? The only time when there are more minions than you need is when you have more minions in the grinder than the amount that is allowed. In addition, I already explained when and how the mob grinder overflows in a previous post, whereas this just seems to be a claim backed up by an assumption. Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. The biggest issue is location. Here's a snippet from the Wiki. The purpose for the farm is to provide a large area that is a viable spawn position for the intended targets, and to kill the mobs quickly. Due to the rules Minecraft applies to spawning mobs, this makes the choice of a location for the mob farm a difficult topic. Farms placed on the surface can provide good drop rates during the day, when it is one of the few spots of dark ground, but has a sharp drop in effectiveness during nighttime, when the entire surface is dark enough to support mob spawning. Farms built underground have a time-independent drop rate, and will remain within your personal spawn range for hostiles when you go mining, but their effectiveness depends on the amount of unlit caverns in your vicinity, which provide alternative places for mobs to spawn. Farms floating high in the sky can achieve record spawn rates in both night and day, as they represent the only viable spawn ground. However, building one in survival is rather suicidal, and due to their height they will stop working completely when you descend underground to mine resources. To produce loot, you have to stay at the height of the farm. Farms constructed under an ocean can provide the best of all worlds, as the ocean limits the viable spawn locations to open areas such as the maximum number allowed for instance, they are using more minions than they need. This is not always the case; what if someone is farming Leaping Swords to sell on the auction, or is grinding for a Pigmen Sword that they are trying to get within two weeks? The only time when there are more minions than you need is when you have more minions in the grinder than the amount that is allowed. In addition, I already explained when and how the mob grinder overflows in a previous post, whereas this just seems to be a claim backed up by an assumption. Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. This story is available exclusively to Business Insider subscribers. Become an Insider and start reading now. To make a mob farm in Minecraft, you'll need stone, trapdoors, chests, hoppers, slabs, and water. Your mob farm will automatically spawn enemies and collect them into a single location with low health. You can make mob farms in any version of Minecraft, but you'll need a lot of resources to do it in Survival mode. Even with the best armor and weapons, grinding for XP in Minecraft can take ages. You've got to either wait for nighttime or go spelunking in a random cave, neither of which is very efficient. But like most things in Minecraft, there's a shortcut. With the right tools, you can build a massive mob farm, which will spawn and collect enemies for you. They'll be reduced to almost no health as well, perfect for quick XP grinds. All their drops will be automatically collected into a treasure chest, and the XP orbs will sit there for you to collect. Here's how to build and use a "compact canal" mob farm in Minecraft. How to make a mob farm in Minecraft You can build a mob farm in either version of Minecraft, Java or Bedrock. And you can be playing in Survival, Creative, Adventure, or Hardcore mode but doing it in anything but Creative will take a lot of time and resources. Quick tip: You might want to consider switching to Creative mode to build the mob farm, then switching back to Survival or Adventure. To build your mob farm, you'll need: At least 25 full stacks of cobblestone (1600 units in total) One full stack of trapdoors Four hoppers Four treasure chests Four slabs of any material Two buckets filled with water Torches (optional) Scaffolding (optional) A "full stack" refers to 64 units of an item. And you don't have to use cobblestone it can be any solid block but cobblestone is quick and easy to gather. Building the mob grinder We'll start from the bottom of the mob farm and work upwards. First, we'll build the "mob grinder" that hurts and holds the mobs you spawn. 1. Dig a 2x2 hole in the ground. It only needs to be one layer deep. Dig a small hole for your grinder. Cathrine Jaber/Insider 2. Place your four treasure chests into the hole, all facing the same direction. When you place two chests next to each other in the same direction, they'll merge into a "large" treasure chest. 3. Place your four hoppers on top of the treasure chests. Make sure to crouch while you place them, or you'll just keep opening the treasure chests instead. Put the hoppers on top of the chests. Mojang; Cathrine Jaber/Insider 4. Place your slabs on top of the hoppers. Again, you'll want to crouch while you do it. If you've done it correctly, you've now got a three-layer mob grinder. Next, we'll build the well and bridges. Building the well This is the space that will hold mobs at low health until you can come kill them. Quick tip: This part requires building high in the air. If you're not in Creative mode, we recommend using scaffolds to safely climb up and down the structure. 1. Using your cobblestone blocks (or whatever solid material you chose), build walls around the mob grinder, rising up 22 blocks into the sky. Make sure the wall is floating off the ground two blocks higher than the grinder, and that it's wider than your grinder too. To get your wall off the ground like this, you'll need to build it up and then destroy the bottom pieces. Mojang; Cathrine Jaber/Insider 2. Once you've built your wall, head to the top and build 2x8 bridges on all four sides. 3. Enclose each of these bridges with a two-block-high wall. These walls will turn the bridges into canals. Mojang; Cathrine Jaber/Insider Now, we'll build the structure that automatically spawns enemies. Building the spawner room It might seem like above ground, enemies only spawn when it's nighttime out. But the truth is that they'll spawn anywhere that it's dark, including small caves and even dimly lit houses. Here, we're going to create a massive room with no light inside. This will trick the game into spawning mobs inside of our mob farm as if it were a cave. 1. Using the cobblestone, connect your bridge walls by creating large flat platforms. Your finished product will look a bit like a giant screw. Mojang; Cathrine Jaber/Insider 2. Give each platform a two-block-high wall of its own, then build a roof over all of it one block higher. 3. With the roof built and the wells and bridges totally enclosed, head inside the structure. You might need to temporarily break a piece of the roof to get in. You'll need to leave a space open to get in and out. Mojang; Cathrine Jaber/Insider This is your spawner room it's where zombies, skeletons, and more will appear before you kill them. The way you're going to kill them is by dropping them down the well in the center. When they hit the slabs you placed at the bottom, they'll take massive damage, leaving them with only a heart or two of health left. A few attacks will take them out and leave you with the spoils. (Unfortunately, you have to be the one to hit the final blow. If you make the well taller so the enemies die as soon as they fall, they won't drop XP or as many items.) But to do this, we need to build a way to force them into the well. This is where the trapdoors and water buckets come in. Quick tip: While working inside of the spawner room, you might want to light the room with torches. This will help you see what you're doing better. 4. Take your trapdoors and place them over each of the bridges. You'll need 16 trapdoors for each bridge, eight on either side. 5. Make sure your trapdoors are opened, so you fall through when you walk on them. Minecraft enemies see opened trapdoors as solid ground, so they'll readily walk into them and fall. Open up all your trapdoors. Mojang; William Antonelli/Insider 6. Use your water buckets to place running water at the ends of your bridges, against the wall. If you spaced it correctly, the water should flow down the bridges and stop right at the edge of your well. Make sure the water doesn't flow down the well this will save the enemies from fall damage. The water should stop at the edge instead of flowing down. Mojang; William Antonelli/Insider You've now built a fully functional mob farm. Destroy the torches if you placed them, then leave and plug up any holes. Putting on the finishing touches Now that you have a mob farm, there are only a few steps left. First, place enough torches on top of the mob farm to illuminate the large flat surface. This ensures that mobs will spawn inside of the farm instead of on top of it. Next, make an "AFK room." This will be a space for you to safely wait while the mobs spawn and hurt themselves. Your AFK room can technically be anywhere within 128 blocks of the spawner room. But the best place to put it is high up into the air, approximately 80 blocks above the roof of the farm. Since mobs can't spawn in midair, going this far into the sky makes your spawner room the only place they can possibly appear. If you're not in Creative mode, this is where you'll really want scaffolding, since it lets you easily climb up and down. Use the scaffolding to rise up 80 blocks from the center of your mob farm. Once there, make a small room for yourself out of any material. This AFK room is made out of glass. Mojang; Cathrine Jaber/Insider How to use your mob farm There's a good chance that mobs have already started appearing in your spawner room. Wait at least five minutes, then climb down from your AFK room and head back to the very bottom of the mob farm. If you built it correctly and waited long enough, you'll find multiple enemies stuck together on top of the stone slabs. You'll just barely be able to see them only their legs should be visible. Once you've gathered enough enemies, swing a weapon at their legs to kill them. They should only take one or two hits each. The mobs will drop XP orbs for you to collect, and their other drops (like armor and weapons) will get sucked into the treasure chests below. Feel free to open the chests and retrieve the drops whenever you want. XP orbs and drops will spill out from the well. Mojang; Cathrine Jaber/Insider Head back up to your AFK room and repeat this process for as long as you want. William Antonelli Freelance Writer ExperienceWilliam joined Business Insider in 2019 to help found Tech Reference, a vertical dedicated to answering the internet's most common questions about the gadgets they buy. In that role, he helped grow the vertical into a powerhouse that attracted over 20 million pageviews a month. He also wrote and edited one of Business Insiders most successful stories. How to take a screenshot on Windows.William later became one of Business Insider's lead consumer tech reporters, writing roundups and reviews about gadgets ranging from smartphones to gaming PCs. He also established key industry contacts at brands like Apple, Google, Nintendo, and more. Hes also cited on the Wikipedia page for Among Us, an honor above all others.Williams work for Business Insider has included reviewing the best gaming laptops, publishing reviews of new Nintendo games and consoles, and comparing Apples latest releases so readers know whats worth their money. Across all assignments, hes been praised for his depth of knowledge and research skills.In addition to his work at Business Insider, Williams writing has appeared in outlets like The Guardian, Polygon, Thomson Reuters Context, and more. He's also a regular guest on TV stations like CBS and NBC, where he provides expert analysis on AI, consumer tech, and Silicon Valley moguls.Why you can trust WilliamWilliam believes the goal of journalism should be to tell the truth, not sell products. In his reviews, William never hesitates to call out a products flaws, but he also has no issue complimenting features that genuinely add value.When reviewing a product, William doesnt test it in a vacuum. He tries to incorporate each product into his daily routine to get a better sense of how itll work for the everyday user. And when writing, he focuses on reader comprehension. Hes talented at explaining complicated concepts in ways that all readers can understand, without losing depth or nuance or his distinctively engaging voice.ExpertiseArtificial Intelligence (AI)Consumer Technology (Laptops, PCs, video games and gaming consoles, smartphones, more)Social Media (TikTok, X, Meta, more)Internet Culture (Memes, influencers, viral trends)DisinformationEducationWilliam graduated from the State University of New York at Geneseo in 2018. There, he studied English, communications, and adolescent education, alongside reporting news for the universitys radio and TV stations.Outside workWhen hes not reporting, you can usually find William biking through Central Park, playing video games, or at home listening to music and writing fanfiction. Hes also a co-manager of the New York Mandolin Ensemble, one of NYC's premier string orchestras.You can contact him at w.antonelli322@gmail.com, visit his official website at williamantonelli.com, or follow him on Twitter @DubsRewatcher and Bluesky @wantonelli.bsky.social. Read more Read less Ive been diving into the world of Minecraft and I recently got obsessed with building a mob farm. I want to maximize efficiency, but I keep getting mixed info about the ideal height for constructing one. Some players say it should be way up in the sky, while others argue its better to build it closer to the ground. Its driving me a little crazy, honestly!Ive tried a couple of designs, and while theyeve worked okay, Im not getting the yield I was hoping for. I read that if a mob farm is built too low, mobs may just spawn everywhere else around me, which makes total sense because they seem to pop up in random patches when Im trying to grind. But then Im also concerned about placing it too high how will I be able to collect loot safely without falling to my doom? Whats the scoop on the optimal height? Ive heard that 128 blocks is a magic number and some sources swear by 24 blocks above the ground. But why is height even important? Is it about reducing the spawn rate of other mobs or ensuring that hostile mobs spawn but the ones I dont wantlike the ones I cant reachdont? Also, how do you balance that with the need to be close enough for the loot to collect? I imagine a build thats not too high but still gets the job done; is there a sweet spot? Plus, are there any tips for ensuring that the area is well-lit to keep the spawning rates up for my intended mobs? I know there are loads of tutorials out there, but I kind of want to hear from people who have actually tried and tested different heights in their farms. What worked for you? Any disastrous fails I should avoid? I really want to get efficient so I can stock up on resources and move on to bigger and better builds. Looking forward to hearing your thoughts!

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