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public class CheckifcraftablevinylpressProcedure {
    public static void execute(LevelAccessor world, double x, double
y, double z, Entity entity) {
        if (entity == null)
            return;
        double slot_item_in = 0;
        if ((new Object() {
            public ItemStack getItemStack(LevelAccessor world,
BlockPos pos, int slotid) {
                AtomicReference<ItemStack> stack = new
AtomicReference<>(ItemStack.EMPTY);
                BlockEntity _ent = world.getBlockEntity(pos);
                if (_ent != null)
                    stack.set(((RandomizableContainerBlockEntity)
_ent).getItem(slotid).copy());
                return stack.get();
            }
        }).getItemStack(world, BlockPos.containing(x, y, z),
0)).getItem() == MusicSpecialtiesModItems.DISC_HAMMER) {
            if (new Object() {
                public int getAmount(LevelAccessor world, BlockPos
pos, int slotid) {
                    AtomicInteger count = new AtomicInteger(0);
                    BlockEntity _ent = world.getBlockEntity(pos);
                    RandomizableContainerBlockEntity ent =
(RandomizableContainerBlockEntity) _ent;
                    if (_ent != null)
                        count.set((int)
ent.countItem(ent.getItem(slotid).getItem()));
                    return count.get();
                }
            }).getAmount(world, (BlockPos.containing(x, y, z)), 5) < 1
&& (new Object() {
                public ItemStack getItemStack(LevelAccessor world,
BlockPos pos, int slotid) {
                    AtomicReference<ItemStack> stack = new
AtomicReference<>(ItemStack.EMPTY);
                    BlockEntity _ent = world.getBlockEntity(pos);

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        if (_ent != null)
            stack.set(((RandomizableContainerBlockEntity)
_ent).getItem(slotid).copy());
        return stack.get();
    }
    }.getItemStack(world, BlockPos.containing(x, y, z),
0)).getItem() == MusicSpecialtiesModItems.DISC_HAMMER && ((new
Object() {
        public ItemStack getItemStack(LevelAccessor world,
BlockPos pos, int slotid) {
            AtomicReference<ItemStack> stack = new
AtomicReference<>(ItemStack.EMPTY);
            BlockEntity _ent = world.getBlockEntity(pos);
            if (_ent != null)
                stack.set(((RandomizableContainerBlockEntity)
_ent).getItem(slotid).copy());
            return stack.get();
        }
    }).getItemStack(world, BlockPos.containing(x, y, z),
1)).getItem() == MusicSpecialtiesModItems.RAW_MUSIC_DISC || (new
Object() {
        public ItemStack getItemStack(LevelAccessor world,
BlockPos pos, int slotid) {
            AtomicReference<ItemStack> stack = new
AtomicReference<>(ItemStack.EMPTY);
            BlockEntity _ent = world.getBlockEntity(pos);
            if (_ent != null)
                stack.set(((RandomizableContainerBlockEntity)
_ent).getItem(slotid).copy());
            return stack.get();
        }
    }).getItemStack(world, BlockPos.containing(x, y, z),
2)).getItem() == MusicSpecialtiesModItems.RAW_MUSIC_DISC || (new
Object() {
        public ItemStack getItemStack(LevelAccessor world,
BlockPos pos, int slotid) {
            AtomicReference<ItemStack> stack = new
AtomicReference<>(ItemStack.EMPTY);

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        BlockEntity _ent = world.getBlockEntity(pos);
        if (_ent != null)
            stack.set(((RandomizableContainerBlockEntity)
_ent).getItem(slotid).copy());
        return stack.get();
    }
    }.getItemStack(world, BlockPos.containing(x, y, z),
3)).getItem() == MusicSpecialtiesModItems.RAW_MUSIC_DISC || (new
Object() {
        public ItemStack getItemStack(LevelAccessor world,
BlockPos pos, int slotid) {
            AtomicReference<ItemStack> stack = new
AtomicReference<>(ItemStack.EMPTY);
            BlockEntity _ent = world.getBlockEntity(pos);
            if (_ent != null)
                stack.set(((RandomizableContainerBlockEntity)
_ent).getItem(slotid).copy());
            return stack.get();
        }
    }).getItemStack(world, BlockPos.containing(x, y, z),
4)).getItem() == MusicSpecialtiesModItems.RAW_MUSIC_DISC) && (new
Object() {
        public int getAmount(LevelAccessor world, BlockPos
pos, int slotid) {
            AtomicInteger count = new AtomicInteger(0);
            BlockEntity _ent = world.getBlockEntity(pos);
            RandomizableContainerBlockEntity ent =
(RandomizableContainerBlockEntity) _ent;
            if (_ent != null)
                count.set((int)
ent.countItem(ent.getItem(slotid).getItem()));
            return count.get();
        }
    }).getAmount(world, (BlockPos.containing(x, y, z)), 5) <= 1
&& (new Object() {
        public ItemStack getItemStack(LevelAccessor world,
BlockPos pos, int slotid) {

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        AtomicReference<ItemStack> stack = new
AtomicReference<>(ItemStack.EMPTY);
        BlockEntity _ent = world.getBlockEntity(pos);
        if (_ent != null)
            stack.set(((RandomizableContainerBlockEntity)
_ent).getItem(slotid).copy());
        return stack.get();
    }
    }.getItemStack(world, BlockPos.containing(x, y, z),
5)).getItem() == MusicSpecialtiesModItems.SMOOTH_DISC || (new Object()
{
        public ItemStack getItemStack(LevelAccessor world,
BlockPos pos, int slotid) {
            AtomicReference<ItemStack> stack = new
AtomicReference<>(ItemStack.EMPTY);
            BlockEntity _ent = world.getBlockEntity(pos);
            if (_ent != null)
                stack.set(((RandomizableContainerBlockEntity)
_ent).getItem(slotid).copy());
            return stack.get();
        }
    }.getItemStack(world, BlockPos.containing(x, y, z),
5)).getItem() == Blocks.AIR.asItem())) {
    {
        BlockEntity _ent =
world.getBlockEntity(BlockPos.containing(x, y, z));
        if (_ent != null) {
            final int _slotid = 0;
            final int _amount = (int) ((entity instanceof
ServerPlayer _plrSlotItem ?
_plrSlotItem.containerMenu.getSlot(0).getItem() :
ItemStack.EMPTY).getDamageValue() - 5);

            _ent.getCapability(ForgeCapabilities.ITEM_HANDLER,
null).ifPresent(capability -> {
                if (capability instanceof
IItemHandlerModifiable) {

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                ItemStack _stk =
capability.getStackInSlot(_slotid).copy();
                if (_stk.hurt(_amount,
RandomSource.create(), null)) {
                    _stk.shrink(1);
                    _stk.setDamageValue(0);
                }
                ((IItemHandlerModifiable)
capability).setStackInSlot(_slotid, _stk);
            }
        });
    }
    BlockEntity _ent21 =
world.getBlockEntity(BlockPos.containing(x, y, z));
    if (_ent21 != null) {
        ((RandomizableContainerBlockEntity)
_ent21).removeItem(1, 1);
    }
    BlockEntity _ent22 =
world.getBlockEntity(BlockPos.containing(x, y, z));
    if (_ent22 != null) {
        ((RandomizableContainerBlockEntity)
_ent22).removeItem(2, 1);
    }
    BlockEntity _ent23 =
world.getBlockEntity(BlockPos.containing(x, y, z));
    if (_ent23 != null) {
        ((RandomizableContainerBlockEntity)
_ent23).removeItem(3, 1);
    }
    BlockEntity _ent24 =
world.getBlockEntity(BlockPos.containing(x, y, z));
    if (_ent24 != null) {
        ((RandomizableContainerBlockEntity)
_ent24).removeItem(4, 1);
    }
    if (world instanceof Level _level) {

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        if (!_level.isClientSide()) {
            _level.playSound(null, BlockPos.containing(x,
y, z), MusicSpecialtiesModSounds.VINYL_PRESS_COMPLETE,
SoundSource.BLOCKS, 1, 1);
        } else {
            _level.playLocalSound(x, y, z,
MusicSpecialtiesModSounds.VINYL_PRESS_COMPLETE, SoundSource.BLOCKS, 1,
1, false);
        }
    }
    {
        BlockEntity _ent =
world.getBlockEntity(BlockPos.containing(x, y, z));
        ItemStack stack = new
ItemStack(MusicSpecialtiesModItems.SMOOTH_DISC);
        stack.setCount((int) (new Object() {
            public int getAmount(LevelAccessor world,
BlockPos pos, int slotid) {
                AtomicInteger count = new
AtomicInteger(0);
                BlockEntity _ent =
world.getBlockEntity(pos);
                RandomizableContainerBlockEntity ent =
(RandomizableContainerBlockEntity) _ent;
                if (_ent != null)
                    count.set((int)
ent.countItem(ent.getItem(slotid).getItem()));
                return count.get();
            }
        }).getAmount(world, (BlockPos.containing(x, y, z)),
5) + 1));
        if (_ent != null) {
            ((RandomizableContainerBlockEntity)
_ent).setItem(5, stack);
        }
    }
}

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