

Boombox

- Boombox

- General Info

- Plays music from the player who's carrying it
- Crafted using a jukebox in a smithing table together with a netherite ingot
- Can be renamed and name of the boombox will appear in GUI
- Makes Record Scratching noise when music is stopped/removed (Might be annoying?)
- Note particles appear to the player with the boombox when music is playing
- Angry particles appear when the music stops
- Held by player in their hand next to their head similar to people irl
- Sound for boombox can be toggled using the noteblocks/jukeboxes slider in music options



- Ground Rules

- Can't be placed on ground
- Only plays music when in a player's main hand/offhand
 - Doesn't play music when elsewhere in your inventory/in a storage item/in a mob's inventory
- Can play when player is riding another entity
- When removing a disc, it stops playing music/stops the playlist



- Parrot Interaction

- Parrots who belong to the player who has the boombox in their hand can't get on top of that player's shoulder
 - When that player pulls out the boombox, the parrots hop off the shoulders of the player



- Parrots and other mobs who have the ability to dance will dance around the player with the active boombox if they're within a 10 block radius
- Boombox GUI
 - Singles GUI (Image to the top right)
 - Stores up to 12 discs
 - One player spot that will hold a disc but won't play until play button is pressed
 - A loop button that can be toggled to loop the current disc in the player spot (will only stop playing when toggled off or when switching a music disc (Does Not Auto Start Disc when turned on and Doesn't toggle off when Disc is removed))
 - Button to toggle to Playlist mode
 - Play button to start the disc
 - When play button is pressed, it will become pressable once again after the current disc that's playing is taken out or when the song has ended (Only stops Music when the Disc is taken out/ended)
 - Playlist GUI (Image to the right)
 - Looks similar to the singles GUI however is has no top player spot and all the disc spots are replaced with player spots
 - 13 player slots on playlist mode (Might change numbered arrows back to Discs or numbered Discs on the texture)
 - Each player spot will play each disc in sequential order
 - There's a play button which will start the music in the track
 - When play button is pressed, stop button becomes pressable
 - Loop button to repeat the playlist
 - There's a stop button which stops the playlist entirely and will reset the playlist from the beginning if the play button is clicked again, there is no pausing in between songs nor in the middle of them (since pausing jukeboxes in vanilla isn't a thing either)
 - When a disc is removed from the track, it doesn't stop the music but continues to the disc After the empty slot if the music reaches to that part (will allow for mid playlist changes when swapping discs)
 - When stop button is pressed, play button becomes pressable
 - Button to toggle back to singles mode



- When swapping modes while a disc is in the player spot on the singles GUI, that disc will be automatically put in the first slot on the playlist mode
 - Whatever disc is in the first slot on the playlist mode will be automatically put in the player slot on the singles GUI