Voiders

A system that crafts any items with durability with every inputed item. It will successfully craft if the two items match. And the output is sent directly back into the crafters second slot **this is important**

This works because you input two items and output one so we say the other was voided/deleted. It's used to sort items that normally can't like tridents from fishing rods in the example of a drowned farm. You void the fishing rods

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