

```
<?xml version="1.0" encoding="UTF-8"?>
<enderio:recipes xmlns:enderio="http://enderio.com/recipes" xmlns:xsi="http://www.w3.
org/2001/XMLSchema-instance" xsi:schemaLocation="http://enderio.com/recipes recipes.
xsd ">
```

```
<!--
```

These are the built-in recipes. You cannot change this file, it is a reference for you only and will be generated every time the game starts.

This file enables stuff used by zoo.

See hiding_base.xml for more information.

More information on the syntax can be found in the recipes.xsd file. An XML editor will display that as tooltips when editing this file.

```
-->
```

```
<recipe name="Item Hiding, Zoo" required="true">
  <!-- These items are shown when Ender IO Zoo is installed. -->
  <hiding>
    <item name="enderio:item_material:61" show="true" /><!-- itemConfusingDust -->
    <item name="enderio:item_material:62" show="true" /><!-- itemEnderFragment -->
    <item name="enderio:item_material:63" show="true" /><!-- itemWitheringDust -->

    <item name="enderio:block_confusion_charge:0" show="true" />
    <item name="enderio:block_concussion_charge:0" show="true" />
    <item name="enderio:block_ender_charge:0" show="true" />

    <item name="enderio:item_owl_egg:0" show="true" />

  </hiding>
</recipe>

</enderio:recipes>
```