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<?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 ">
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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.

To make changes to the recipes, copy the recipes you want to change to a file in the 'user' folder. To disable a recipe, add an attribute "disabled" and set it to true, e.g.: <recipe name="Gear" disabled="true" />

You can also disable all built-in recipes with the setting "loadCoreRecipes" in the Ender IO config file, so that only your files in the 'user' folder will be loaded. Please be advised that a number of recipes are absolutely needed, so you will have to copy those over into a 'user' file for the game to load.

Item specifications can reference an alias, an ore dictionary name, a block or an item. You can force the type by prefixing the value with "oredict:", "block:" or "item:". Recipes that have items that cannot be found in-game are either skipped or an error, depending on their "required" attribute.

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.

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<recipe name="Painted Pressure Plate, Dark Steel" required="true">
  <crafting>
    <grid size="2x1">
      <item name="DARK_STEEL" /><item name="DARK_STEEL" />
    </grid>
    <output name="PPP_DARK_STEEL" />
  </crafting>
</recipe>

<recipe name="Painted Pressure Plate, Soularium" required="true">
  <crafting>
    <grid size="2x1">
      <item name="SOULARIUM" /><item name="SOULARIUM" />
    </grid>
    <output name="PPP_SOULARIUM" />
  </crafting>
</recipe>

<recipe name="Painted Pressure Plate, Wood, Silent" required="true">
  <crafting>
    <grid size="1x2">
      <item name="minecraft:wooden_pressure_plate" />
      <item name="minecraft:wool" />
    </grid>
    <output name="PPP_WOOD_SILENT" />
  </crafting>
</recipe>

<recipe name="Painted Pressure Plate, Stone, Silent" required="true">
  <crafting>
    <grid size="1x2">
      <item name="minecraft:stone_pressure_plate" />
      <item name="minecraft:wool" />
    </grid>
    <output name="PPP_STONE_SILENT" />
  </crafting>
</recipe>
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<recipe name="Painted Pressure Plate, Iron Silent" required="true">
  <crafting>
    <grid size="1x2">
      <item name="minecraft:heavy_weighted_pressure_plate" />
      <item name="minecraft:wool" />
    </grid>
    <output name="PPP_IRON_SILENT" />
  </crafting>
</recipe>

<recipe name="Painted Pressure Plate, Gold Silent" required="true">
  <crafting>
    <grid size="1x2">
      <item name="minecraft:light_weighted_pressure_plate" />
      <item name="minecraft:wool" />
    </grid>
    <output name="PPP_GOLD_SILENT" />
  </crafting>
</recipe>

<recipe name="Painted Pressure Plate, Wood, Silent, Upgrade" required="true">
  <crafting upgrade="true">
    <grid size="1x2">
      <item name="PPP_WOOD" />
      <item name="minecraft:wool" />
    </grid>
    <output name="PPP_WOOD_SILENT" />
  </crafting>
</recipe>

<recipe name="Painted Pressure Plate, Stone, Silent, Upgrade" required="true">
  <crafting upgrade="true">
    <grid size="1x2">
      <item name="PPP_STONE" />
      <item name="minecraft:wool" />
    </grid>
    <output name="PPP_STONE_SILENT" />
  </crafting>
</recipe>

<recipe name="Painted Pressure Plate, Iron Silent, Upgrade" required="true">
  <crafting upgrade="true">
    <grid size="1x2">
      <item name="PPP_IRON" />
      <item name="minecraft:wool" />
    </grid>
    <output name="PPP_IRON_SILENT" />
  </crafting>
</recipe>

<recipe name="Painted Pressure Plate, Gold Silent, Upgrade" required="true">
  <crafting upgrade="true">
    <grid size="1x2">
      <item name="PPP_GOLD" />
      <item name="minecraft:wool" />
    </grid>
    <output name="PPP_GOLD_SILENT" />
  </crafting>
</recipe>

<recipe name="Painted Pressure Plate, Dark Steel Silent, Upgrade" required="true">
  <crafting upgrade="true">
    <grid size="1x2">
      <item name="PPP_DARK_STEEL" />
      <item name="minecraft:wool" />
    </grid>
    <output name="PPP_DARK_STEEL_SILENT" />
  </crafting>
</recipe>
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</recipe>

<recipe name="Painted Pressure Plate, Soularium Silent, Upgrade" required="true">
  <crafting upgrade="true">
    <grid size="1x2">
      <item name="PPP_SOULARIUM" />
      <item name="minecraft:wool" />
    </grid>
    <output name="PPP_SOULARIUM_SILENT" />
  </crafting>
</recipe>

<recipe name="Painted Pressure Plate, Tuned Silent, Upgrade" required="true">
  <crafting upgrade="true">
    <grid size="1x2">
      <item name="PPP_TUNED" />
      <item name="minecraft:wool" />
    </grid>
    <output name="PPP_TUNED_SILENT" />
  </crafting>
</recipe>

<recipe name="Exit Rail" required="true">
  <crafting>
    <grid size="3x3">
      <item name="IRON" /><item name="minecraft:piston" /><item name="IRON" />
      <item name="IRON" /><item name="minecraft:stone_pressure_plate" /><item name="
IRON" />
      <item name="IRON" /><item name="dustRedstone" /><item name="IRON" />
    </grid>
    <output name="enderio:block_exit_rail" amount="6" />
  </crafting>
</recipe>

<recipe name="Detector Block" required="true">
  <crafting>
    <grid size="3x3">
      <item name="itemChassiParts" /><item name="PPP_DARK_STEEL" /><item name="
itemChassiParts" />
      <item name="itemChassiParts" /><item name="piston" /><item name="
itemChassiParts" />
      <item name="itemChassiParts" /><item name="redstone_block" /><item name="
itemChassiParts" />
    </grid>
    <output name="enderio:block_detector_block" />
  </crafting>
</recipe>

<recipe name="Detector Block, Silent" required="true">
  <crafting>
    <grid size="3x3">
      <item name="itemChassiParts" /><item name="PPP_DARK_STEEL_SILENT" /><item
name="itemChassiParts" />
      <item name="itemChassiParts" /><item name="piston" /><item name="
itemChassiParts" />
      <item name="itemChassiParts" /><item name="redstone_block" /><item name="
itemChassiParts" />
    </grid>
    <output name="enderio:block_detector_block_silent" />
  </crafting>
</recipe>

<recipe name="Detector Block, Silent, Upgrade" required="true">
  <crafting upgrade="true">
    <grid size="1x2">
      <item name="enderio:block_detector_block" />
      <item name="minecraft:wool" />
    </grid>
  </crafting>
</recipe>

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        <output name="enderio:block_detector_block_silent" />
    </crafting>
</recipe>

<recipe name="Cake" required="true">
    <crafting>
        <grid size="3x2">
            <item name="minecraft:milk_bucket" /><item name="minecraft:milk_bucket"
/><item name="minecraft:milk_bucket" />
            <item name="minecraft:sugar"/><item name="itemCakeBase"/><item name="minecraft:
sugar"/>
        </grid>
        <output name="item:minecraft:cake" />
    </crafting>
</recipe>

<recipe name="Photovoltaic Powder" required="true">
    <crafting>
        <shapeless>
            <item name="dustLapis"/>
            <item name="dustCoal"/>
            <item name="itemSilicon"/>
        </shapeless>
        <output name="itemPowderPhotovoltaic"/>
    </crafting>
</recipe>

<recipe name="Tormented Enderman Head">
    <slicing energy="20000">
        <input name="ingotSoularium"/><input name="enderio:block_enderman_skull:0"
/><input name="ingotSoularium"/>
        <input name="minecraft:potion" nbt='{Potion:"minecraft:water"}'/><input name="
CAPACITOR1"/><input name="minecraft:potion" nbt='{Potion:"minecraft:water"}'/>
        <output name="enderio:block_enderman_skull:2"/>
    </slicing>
</recipe>

<recipe name="Electrode Skull">
    <slicing energy="20000">
        <input name="ingotEnergeticAlloy"/><input name="minecraft:skull:2"/><input name="
ingotEnergeticAlloy"/>
        <input name="itemSilicon"/><input name="CAPACITOR1"/><input name="itemSilicon"/>
        <output name="skullZombieElectrode"/>
    </slicing>
</recipe>

<recipe name="Controller Skull">
    <slicing energy="20000">
        <input name="ingotSoularium"/><input name="minecraft:skull:2"/><input name="
ingotSoularium"/>
        <input name="itemSilicon"/><input name="dustRedstone"/><input name="itemSilicon"
/>
        <output name="skullZombieController"/>
    </slicing>
</recipe>

<recipe name="Ender Resonator">
    <slicing energy="20000">
        <input name="ingotSoularium"/><input name="enderio:block_enderman_skull:0"
/><input name="ingotSoularium"/>
        <input name="itemSilicon"/><input name="ingotVibrantAlloy"/><input name="
itemSilicon"/>
        <output name="skullEnderResonator"/>
    </slicing>
</recipe>

<recipe name="Skeletal Contractor">
    <slicing energy="20000">

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        <input name="ingotSoularium"/><input name="minecraft:skull:0"/><input name="
ingotSoularium"/>
        <input name="minecraft:rotten_flesh"/><input name="CAPACITOR1"/><input name="
minecraft:rotten_flesh"/>
        <output name="skullSkeletalContractor"/>
    </slicing>
</recipe>

<recipe name="Guardian Diode">
    <slicing energy="20000">
        <input name="ingotEnergeticAlloy"/><input name="gemPrismarine"/><input name="
ingotEnergeticAlloy"/>
        <input name="dustPrismarine"/><input name="CAPACITOR1"/><input name="
dustPrismarine"/>
        <output name="skullGuardianDiode"/>
    </slicing>
</recipe>

</enderio:recipes>
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