

```
<?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 capacitor definitions. 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 capacitor definitions, copy the capacitors you want to change to a file in the 'user' folder.

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 all capacitor definitions are absolutely needed, so you will have to copy those over into a 'user' file for the game to load.

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.

```
-->
```

```
<!-- These are used during development for new machines and by those few that don't
have their
```

```
own keys yet. -->
```

```
<capacitor key="enderio:block_machine_base/legacy_intake" base="80" scaler="POWER" />
```

```
<capacitor key="enderio:block_machine_base/legacy_buffer" base="100000" scaler="
POWER" />
```

```
<capacitor key="enderio:block_machine_base/legacy_use" base="20" scaler="POWER" />
```

```
<!-- Defines the base efficiency of all machines that don't have their own efficiency
value -->
```

```
<capacitor key="enderio:block_machine_base/legacy_efficiency" base="1" scaler="
FIXED" />
```

```
<!--
```

Dark Steel Items - This includes all items that take energy upgrades in the anvil.

Capacitor level is the level of the energy upgrade (from 1 for "Empowered" to 4 for "Empowered IV").

"buffer" is the size of the energy buffer.

"intake" is the maximum charge the item takes per tick.

"use" limits the amount of energy that is used per operation. Please note that an operation that takes more energy than this attribute permits will still succeed-if there is enough energy in the item for the whole operation.

"absorption" is the probability that incoming damage will use energy instead of damaging the item.

```
-->
```

```
<capacitor key="enderio:item_dark_steel_sword/energy_buffer" base="100000" scaler="
idx(1)0:1:1.5:2.5:10:25" />
```

```
<capacitor key="enderio:item_dark_steel_sword/energy_intake" base="1000" scaler="idx
(1)0:1:1.5:2.5:10:25" />
```

```
<capacitor key="enderio:item_dark_steel_sword/energy_use" base="1000" scaler="idx(1)
0:1:1.5:2.5:10:25" />
```

```
<capacitor key="enderio:item_dark_steel_sword/absorption" base="1" scaler="idx(1)0:
0.5:0.6:0.7:0.85:0.95" />
```

```
<capacitor key="enderio:item_dark_steel_chestplate/energy_buffer" base="100000"
```

```

scaler="idx(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_chestplate/energy_intake" base="1000"
scaler="idx(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_chestplate/energy_use" base="1000" scaler="
idx(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_chestplate/absorption" base="1" scaler="idx
(1)0:0.5:0.6:0.7:0.85:0.95" />

  <capacitor key="enderio:item_dark_steel_shield/energy_buffer" base="100000" scaler="
idx(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_shield/energy_intake" base="1000" scaler="idx
(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_shield/energy_use" base="1000" scaler="idx(1)
0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_shield/absorption" base="1" scaler="idx(1)0:
0.5:0.6:0.7:0.85:0.95" />

  <capacitor key="enderio:item_dark_steel_axe/energy_buffer" base="100000" scaler="idx
(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_axe/energy_intake" base="1000" scaler="idx(1)
0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_axe/energy_use" base="1000" scaler="idx(1)0:
1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_axe/absorption" base="1" scaler="idx(1)0:0.5:
0.6:0.7:0.85:0.95" />

  <capacitor key="enderio:item_dark_steel_crook/energy_buffer" base="100000" scaler="
idx(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_crook/energy_intake" base="1000" scaler="idx
(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_crook/energy_use" base="1000" scaler="idx(1)
0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_crook/absorption" base="1" scaler="idx(1)0:
0.5:0.6:0.7:0.85:0.95" />

  <capacitor key="enderio:item_dark_steel_bow/energy_buffer" base="100000" scaler="idx
(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_bow/energy_intake" base="1000" scaler="idx(1)
0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_bow/energy_use" base="1000" scaler="idx(1)0:
1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_bow/absorption" base="1" scaler="idx(1)0:0.5:
0.6:0.7:0.85:0.95" />

  <capacitor key="enderio:item_dark_steel_pickaxe/energy_buffer" base="100000" scaler="
idx(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_pickaxe/energy_intake" base="1000" scaler="
idx(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_pickaxe/energy_use" base="1000" scaler="idx
(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_pickaxe/absorption" base="1" scaler="idx(1)0:
0.5:0.6:0.7:0.85:0.95" />

  <capacitor key="enderio:item_dark_steel_shears/energy_buffer" base="100000" scaler="
idx(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_shears/energy_intake" base="1000" scaler="idx
(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_shears/energy_use" base="1000" scaler="idx(1)
0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_shears/absorption" base="1" scaler="idx(1)0:
0.5:0.6:0.7:0.85:0.95" />

  <capacitor key="enderio:item_dark_steel_treetap/energy_buffer" base="100000" scaler="
idx(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_treetap/energy_intake" base="1000" scaler="
idx(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_treetap/energy_use" base="1000" scaler="idx
(1)0:1:1.5:2.5:10:25" />

```

```

    <capacitor key="enderio:item_dark_steel_treetap/absorption" base="1" scaler="idx(1)0:0.5:0.6:0.7:0.85:0.95" />

    <capacitor key="enderio:item_dark_steel_hand/energy_buffer" base="100000" scaler="idx(1)0:1:1.5:2.5:10:25" />
    <capacitor key="enderio:item_dark_steel_hand/energy_intake" base="1000" scaler="idx(1)0:1:1.5:2.5:10:25" />
    <capacitor key="enderio:item_dark_steel_hand/energy_use" base="1000" scaler="idx(1)0:1:1.5:2.5:10:25" />
    <capacitor key="enderio:item_dark_steel_hand/absorption" base="1" scaler="idx(1)0:0.5:0.6:0.7:0.85:0.95" />

    <capacitor key="enderio:item_staff_of_levity/energy_buffer" base="100000" scaler="idx(1)0:1:1.5:2.5:10:25" />
    <capacitor key="enderio:item_staff_of_levity/energy_intake" base="1000" scaler="idx(1)0:1:1.5:2.5:10:25" />
    <capacitor key="enderio:item_staff_of_levity/energy_use" base="1000" scaler="idx(1)0:1:1.5:2.5:10:25" />

    <capacitor key="enderio:item_travel_staff/energy_buffer" base="100000" scaler="idx(1)0:1:1.5:2.5:10:25" />
    <capacitor key="enderio:item_travel_staff/energy_intake" base="1000" scaler="idx(1)0:1:1.5:2.5:10:25" />
    <capacitor key="enderio:item_travel_staff/energy_use" base="1000" scaler="idx(1)0:1:1.5:2.5:10:25" />

    <!--

Inventory Chargers

For them the "use" is the amount it can charge other items with (per operation).

-->

    <capacitor key="enderio:item_inventory_charger_simple/energy_buffer" base="100000" scaler="idx(1)0:1:1.5:2.5:5" />
    <capacitor key="enderio:item_inventory_charger_simple/energy_intake" base="200" scaler="idx(1)0:1:1.5:2.5:5" />
    <capacitor key="enderio:item_inventory_charger_simple/energy_use" base="50" scaler="idx(1)0:1:1.5:2.5:5" />

    <capacitor key="enderio:item_inventory_charger_basic/energy_buffer" base="1000000" scaler="idx(1)0:1:1.5:2.5:5" />
    <capacitor key="enderio:item_inventory_charger_basic/energy_intake" base="1000" scaler="idx(1)0:1:1.5:2.5:5" />
    <capacitor key="enderio:item_inventory_charger_basic/energy_use" base="200" scaler="idx(1)0:1:1.5:2.5:5" />

    <capacitor key="enderio:item_inventory_charger/energy_buffer" base="5000000" scaler="idx(1)0:1:1.5:2.5:5" />
    <capacitor key="enderio:item_inventory_charger/energy_intake" base="5000" scaler="idx(1)0:1:1.5:2.5:5" />
    <capacitor key="enderio:item_inventory_charger/energy_use" base="1000" scaler="idx(1)0:1:1.5:2.5:5" />

    <capacitor key="enderio:item_inventory_charger_vibrant/energy_buffer" base="25000000" scaler="idx(1)0:1:1.5:2.5:5" />
    <capacitor key="enderio:item_inventory_charger_vibrant/energy_intake" base="25000" scaler="idx(1)0:1:1.5:2.5:5" />
    <capacitor key="enderio:item_inventory_charger_vibrant/energy_use" base="5000" scaler="idx(1)0:1:1.5:2.5:5" />

</enderio:recipes>

```