

```
<?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 contains information on which items to hide in the JEI ingredients list. You do not need to copy these recipes when making your own configurations in a user XML file. Instead you can just make new recipes. To show an item that is hidden by Ender IO configure it to show="true". To hide an item that is shown by Ender IO configure it to hide="true".

An item or fluid will be hidden if:

- (1) There exists a configuration for it. Elements that are never configured will not be hidden.
- (2) There is no configuration that sets "show" to true OR
- (3) There is at least one configuration that sets "hide" to true.

Ender IO itself will never set "hide" to true and will only use "show" internally. Modpack makers (and players) are expected to only use "hide" to hide stuff and use "show" to unhide stuff that Ender IO has hidden.

Note that hiding items does not prevent crafting them. You need to disable their crafting recipes as well.

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, Base" required="true">
  <!-- These items are hidden when only Ender IO Base is installed. Sub-mods have
configurations to show them. -->
  <hiding>
    <item name="enderio:item_conduit_facade:*" show="false" />

    <item name="enderio:item_basic_capacitor:*" show="false" />

    <item name="blockElectricalSteel" show="false" />
    <item name="blockEnergeticAlloy" show="false" />
    <item name="blockVibrantAlloy" show="false" />
    <item name="blockRedstoneAlloy" show="false" />
    <item name="blockConductiveIron" show="false" />
    <item name="blockPulsatingIron" show="false" />
    <item name="blockDarkSteel" show="false" />
    <item name="blockSoularium" show="false" />
    <item name="blockEndSteel" show="false" />
    <item name="blockConstructionAlloy" show="false" />

    <item name="ingotElectricalSteel" show="false" />
    <item name="ingotEnergeticAlloy" show="false" />
    <item name="ingotVibrantAlloy" show="false" />
    <item name="ingotRedstoneAlloy" show="false" />
    <item name="ingotConductiveIron" show="false" />
    <item name="ingotPulsatingIron" show="false" />
    <item name="ingotDarkSteel" show="false" />
    <item name="ingotSoularium" show="false" />
    <item name="ingotEndSteel" show="false" />
    <item name="ingotConstructionAlloy" show="false" />

    <item name="nuggetElectricalSteel" show="false" />
```

```

<item name="nuggetEnergeticAlloy" show="false" />
<item name="nuggetVibrantAlloy" show="false" />
<item name="nuggetRedstoneAlloy" show="false" />
<item name="nuggetConductiveIron" show="false" />
<item name="nuggetPulsatingIron" show="false" />
<item name="nuggetDarkSteel" show="false" />
<item name="nuggetSoularium" show="false" />
<item name="nuggetEndSteel" show="false" />
<item name="nuggetConstructionAlloy" show="false" />

<item name="ballElectricalSteel" show="false" />
<item name="ballEnergeticAlloy" show="false" />
<item name="ballVibrantAlloy" show="false" />
<item name="ballRedstoneAlloy" show="false" />
<item name="ballConductiveIron" show="false" />
<item name="ballPulsatingIron" show="false" />
<item name="ballDarkSteel" show="false" />
<item name="ballSoularium" show="false" />
<item name="ballEndSteel" show="false" />
<item name="ballConstructionAlloy" show="false" />

-->
<item name="enderio:item_material:0" show="false" /><!-- itemSimpleMachineChassi
-->
<item name="enderio:item_material:1" show="false" /><!-- itemMachineChassi -->
<item name="enderio:item_material:2" show="false" /><!-- itemChassiParts -->
<item name="enderio:item_material:3" show="false" /><!-- itemPlatePhotovoltaic --
>
<item name="enderio:item_material:4" show="false" /><!-- itemConduitBinder -->
<item name="enderio:item_material:5" show="false" /><!-- itemSilicon -->
<item name="enderio:item_material:6" show="false" /><!-- itemGliderWing -->
<item name="enderio:item_material:7" show="false" /><!-- itemGliderWings -->
<item name="enderio:item_material:8" show="false" /><!-- itemNutritiousStick -->
<item name="enderio:item_material:9" show="true" /><!-- gearWood -->
<item name="enderio:item_material:10" show="true" /><!-- gearStone -->
<item name="enderio:item_material:11" show="true" /><!-- gearIronInfinity -->
<item name="enderio:item_material:12" show="false" /><!-- gearEnergized -->
<item name="enderio:item_material:13" show="false" /><!-- gearVibrant -->
<item name="enderio:item_material:14" show="false" /><!-- itemPulsatingCrystal --
>
<item name="enderio:item_material:15" show="false" /><!-- itemVibrantCrystal -->
<item name="enderio:item_material:16" show="false" /><!-- itemEnderCrystal -->
<item name="enderio:item_material:17" show="false" /><!-- itemAttractorCrystal --
>
<item name="enderio:item_material:18" show="false" /><!-- itemWeatherCrystal -->
<item name="enderio:item_material:19" show="false" /><!-- itemPrecientCrystal -->
<item name="enderio:item_material:20" show="true" /><!-- dustBedrock -->
<item name="enderio:item_material:21" show="false" /><!-- dustWheat -->
<item name="enderio:item_material:22" show="false" /><!-- itemBinderComposite -->
<item name="enderio:item_material:23" show="false" /><!-- dustCoal -->
<item name="enderio:item_material:24" show="false" /><!-- dustIron -->
<item name="enderio:item_material:25" show="false" /><!-- dustGold -->
<item name="enderio:item_material:26" show="false" /><!-- dustCopper -->
<item name="enderio:item_material:27" show="false" /><!-- dustTin -->
<item name="enderio:item_material:28" show="false" /><!-- nuggetEnderpearl -->
<item name="enderio:item_material:29" show="false" /><!-- dustObsidian -->
<item name="enderio:item_material:30" show="false" /><!-- dustArdite -->
<item name="enderio:item_material:31" show="false" /><!-- dustCobalt -->
<item name="enderio:item_material:32" show="false" /><!-- dustLapis -->
<item name="enderio:item_material:33" show="false" /><!-- dustNetherQuartz -->
<item name="enderio:item_material:34" show="false" /><!-- itemPrecientPowder -->
<item name="enderio:item_material:35" show="false" /><!-- itemVibrantPowder -->
<item name="enderio:item_material:36" show="false" /><!-- itemPulsatingPowder -->
<item name="enderio:item_material:37" show="false" /><!-- itemEnderCrystalPowder
-->
-->
<item name="enderio:item_material:38" show="false" /><!-- itemPowderPhotovoltaic
-->
<item name="enderio:item_material:39" show="false" /><!-- ingotEnderiumBase -->
<item name="enderio:item_material:40" show="false" /><!-- skullZombieElectrode --

```

```

>
    <item name="enderio:item_material:41" show="false" /><!-- skullZombieController
-->
    <item name="enderio:item_material:42" show="false" /><!--
skullZombieFrankenstein -->
    <item name="enderio:item_material:43" show="false" /><!-- skullEnderResonator -->
    <item name="enderio:item_material:44" show="false" /><!-- skullSentientEnder -->
    <item name="enderio:item_material:45" show="false" /><!--
skullSkeletalContractor -->
    <item name="enderio:item_material:46" show="false" /><!-- itemPlantgreen -->
    <item name="enderio:item_material:47" show="false" /><!-- itemPlantbrown -->
    <item name="enderio:item_material:48" show="false" /><!-- dyeGreen -->
    <item name="enderio:item_material:49" show="false" /><!-- dyeBrown -->
    <item name="enderio:item_material:50" show="false" /><!-- dyeBlack -->
    <item name="enderio:item_material:51" show="false" /><!-- dyeMachine -->
    <item name="enderio:item_material:52" show="false" /><!-- dyeSoulMachine -->
    <item name="enderio:item_material:53" show="false" /><!-- itemSoulMachineChassi
-->
    <item name="enderio:item_material:54" show="false" /><!--
itemEnhancedMachineChassi -->
    <item name="enderio:item_material:55" show="false" /><!--
itemUnsouledMachineChassi -->
    <item name="enderio:item_material:56" show="false" /><!-- skullGuardianDiode -->
    <item name="enderio:item_material:57" show="false" /><!--
itemGrindingBallSignalum -->
    <item name="enderio:item_material:58" show="false" /><!--
itemGrindingBallEnderium -->
    <item name="enderio:item_material:59" show="false" /><!-- itemGrindingBallLumium
-->
    <item name="enderio:item_material:60" show="false" /><!-- itemRedstoneFilterBase
-->
    <item name="enderio:item_material:61" show="false" /><!-- itemConfusingDust -->
    <item name="enderio:item_material:62" show="false" /><!-- itemEnderFragment -->
    <item name="enderio:item_material:63" show="false" /><!-- itemWitheringDust -->
    <item name="enderio:item_material:64" show="false" /><!--
itemRemoteAwarenessUpgrade -->
    <item name="enderio:item_material:65" show="false" /><!-- itemWirelessDish -->
    <item name="enderio:item_material:66" show="false" /><!--
itemEndSteelMachineChassi -->
    <item name="enderio:item_material:67" show="false" /><!-- dyeEnhancedMachine -->
    <item name="enderio:item_material:68" show="false" /><!--
itemEnhancedChassiParts -->
    <item name="enderio:item_material:69" show="false" /><!-- itemSimpleChassiParts
-->
    <item name="enderio:item_material:70" show="false" /><!-- itemCakeBase -->
    <item name="enderio:item_material:71" show="false" /><!-- itemInfinityRod -->
    <item name="enderio:item_material:72" show="false" /><!-- ingotBrickNetherGlazed
-->
    <item name="enderio:item_material:73" show="false" /><!-- gearDark -->
    <item name="enderio:item_material:74" show="false" /><!-- dustSoularium -->
    <item name="enderio:item_material:75" show="false" /><!-- itemInfinityGoop -->

    <item name="enderio:item_broken_spawner" show="true" />
    <item name="enderio:block_infinity_fog" show="false" />
    <item name="compressed1xDustBedrock" show="true" />
    <item name="compressed2xDustBedrock" show="true" />
    <item name="compressed3xDustBedrock" show="true" />

    <item name="enderio:block_dark_steel_anvil:*" show="false" />
    <item name="enderio:block_dark_steel_ladder:0" show="false" />
    <item name="enderio:block_dark_iron_bars:0" show="false" />
    <item name="enderio:block_dark_steel_trapdoor:0" show="false" />
    <item name="enderio:block_dark_steel_door:0" show="false" />

    <item name="enderio:block_reinforced_obsidian:0" show="false" />

    <item name="enderio:block_self_resetting_lever5:0" show="true" />
    <item name="enderio:block_self_resetting_lever10:0" show="true" />

```

```

<item name="enderio:block_self_resetting_lever30:0" show="true" />
<item name="enderio:block_self_resetting_lever60:0" show="true" />
<item name="enderio:block_self_resetting_lever300:0" show="true" />

<item name="enderio:block_decoration1:*" show="false" />
<item name="enderio:block_decoration2:*" show="false" />
<item name="enderio:block_decoration3:*" show="false" />

<item name="enderio:block_industrial_insulation:0" show="false" />
<item name="enderio:block_end_ironBars:0" show="false" />

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

<item name="enderio:block_painted_pressure_plate:*" show="false" />

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

<item name="enderio:item_conduit_probe:0" show="false" />
<item name="enderio:item_yeta_wrench:0" show="false" />

<item name="enderio:item_xp_transfer:0" show="false" />
<item name="enderio:item_cold_fire_igniter:0" show="false" />
<item name="enderio:item_coord_selector:0" show="false" />
<item name="enderio:item_travel_staff:0" show="false" />
<item name="enderio:item_rod_of_return:0" show="false" />
<item name="enderio:item_magnet:0" show="false" />

<item name="enderio:block_enderman_skull:0" show="true" />
<item name="enderio:block_enderman_skull:2" show="false" />

<item name="enderio:item_ender_food:*" show="false" />

<item name="enderio:item_basic_item_filter:0" show="false" />
<item name="enderio:item_advanced_item_filter:0" show="false" />
<item name="enderio:item_limited_item_filter:0" show="false" />
<item name="enderio:item_big_item_filter:0" show="false" />
<item name="enderio:item_big_advanced_item_filter:0" show="false" />
<item name="enderio:item_existing_item_filter:0" show="false" />
<item name="enderio:item_mod_item_filter:0" show="false" />
<item name="enderio:item_power_item_filter:0" show="false" />
<item name="enderio:item_soul_filter_normal:0" show="false" />
<item name="enderio:item_soul_filter_big:0" show="false" />
<item name="enderio:item_enchantment_filter_normal:0" show="false" />
<item name="enderio:item_enchantment_filter_big:0" show="false" />
<item name="enderio:item_fluid_filter:0" show="false" />
<item name="enderio:item_redstone_not_filter:0" show="false" />
<item name="enderio:item_redstone_or_filter:0" show="false" />
<item name="enderio:item_redstone_and_filter:0" show="false" />
<item name="enderio:item_redstone_nor_filter:0" show="false" />
<item name="enderio:item_redstone_nand_filter:0" show="false" />
<item name="enderio:item_redstone_xor_filter:0" show="false" />
<item name="enderio:item_redstone_xnor_filter:0" show="false" />
<item name="enderio:item_redstone_toggle_filter:0" show="false" />
<item name="enderio:item_redstone_counting_filter:0" show="false" />
<item name="enderio:item_redstone_sensor_filter:0" show="false" />
<item name="enderio:item_redstone_timer_filter:0" show="false" />

<item name="enderio:block_fused_quartz:*" show="false" />
<item name="enderio:block_fused_glass:*" show="false" />
<item name="enderio:block_enlightened_fused_quartz:*" show="false" />
<item name="enderio:block_enlightened_fused_glass:*" show="false" />
<item name="enderio:block_dark_fused_quartz:*" show="false" />
<item name="enderio:block_dark_fused_glass:*" show="false" />

<item name="enderio:item_soul_vial:0" show="false" /><!-- empty -->
<item name="enderio:item_soul_vial:1" show="false" /><!-- filled -->

```

```
<item name="enderio:block_detector_block:0" show="false" />
<item name="enderio:block_detector_block_silent:0" show="false" />

<item name="enderio:item_dark_steel_helmet:0" show="false" />
<item name="enderio:item_dark_steel_chestplate:0" show="false" />
<item name="enderio:item_dark_steel_leggings:0" show="false" />
<item name="enderio:item_dark_steel_boots:0" show="false" />

<item name="enderio:item_dark_steel_sword:0" show="false" />
<item name="enderio:item_dark_steel_pickaxe:0" show="false" />
<item name="enderio:item_dark_steel_axe:0" show="false" />
<item name="enderio:item_dark_steel_bow:0" show="false" />
<item name="enderio:item_dark_steel_shears:0" show="false" />
<item name="enderio:item_dark_steel_treetap:0" show="false" />
<item name="enderio:item_dark_steel_crook:0" show="false" />
<item name="enderio:item_dark_steel_hand:0" show="false" />

<item name="enderio:item_inventory_charger_simple:0" show="false" />
<item name="enderio:item_inventory_charger_basic:0" show="false" />
<item name="enderio:item_inventory_charger:0" show="false" />
<item name="enderio:item_inventory_charger_vibrant:0" show="false" />

<item name="enderio:item_end_steel_sword:0" show="false" />
<item name="enderio:item_end_steel_pickaxe:0" show="false" />
<item name="enderio:item_end_steel_axe:0" show="false" />
<item name="enderio:item_end_steel_bow:0" show="false" />
<item name="enderio:item_end_steel_helmet:0" show="false" />
<item name="enderio:item_end_steel_chestplate:0" show="false" />
<item name="enderio:item_end_steel_leggings:0" show="false" />
<item name="enderio:item_end_steel_boots:0" show="false" />

<item name="enderio:item_staff_of_levity:0" show="false" />

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

<item name="blockCrudeSteel" show="false" />
<item name="blockCrystallineAlloy" show="false" />
<item name="blockMelodicAlloy" show="false" />
<item name="blockStellarAlloy" show="false" />
<item name="blockCrystallinePinkSlime" show="false" />
<item name="blockEnergeticSilver" show="false" />
<item name="blockVividAlloy" show="false" />

<item name="ingotCrudeSteel" show="false" />
<item name="ingotCrystallineAlloy" show="false" />
<item name="ingotMelodicAlloy" show="false" />
<item name="ingotStellarAlloy" show="false" />
<item name="ingotCrystallinePinkSlime" show="false" />
<item name="ingotEnergeticSilver" show="false" />
<item name="ingotVividAlloy" show="false" />

<item name="nuggetCrudeSteel" show="false" />
<item name="nuggetCrystallineAlloy" show="false" />
<item name="nuggetMelodicAlloy" show="false" />
<item name="nuggetStellarAlloy" show="false" />
<item name="nuggetCrystallinePinkSlime" show="false" />
<item name="nuggetEnergeticSilver" show="false" />
<item name="nuggetVividAlloy" show="false" />

<item name="ballCrudeSteel" show="false" />
<item name="ballCrystallineAlloy" show="false" />
<item name="ballMelodicAlloy" show="false" />
<item name="ballStellarAlloy" show="false" />
<item name="ballCrystallinePinkSlime" show="false" />
<item name="ballEnergeticSilver" show="false" />
<item name="ballVividAlloy" show="false" />
```

```
<fluid name="nutrient_distillation" show="false"/>
<fluid name="ender_distillation" show="false"/>
<fluid name="vapor_of_levity" show="false"/>
<fluid name="hootch" show="false"/>
<fluid name="rocket_fuel" show="false"/>
<fluid name="fire_water" show="false"/>
<fluid name="xpjuice" show="false"/>
<fluid name="liquid_sunshine" show="false"/>
<fluid name="cloud_seed" show="false"/>
<fluid name="cloud_seed_concentrated" show="false"/>

</hiding>
</recipe>

</enderio:recipes>
```