```
<?xml version="1.0" encoding="UTF-8"?>
<enderio:recipes xmlns:enderio="http://enderio.com/recipes" xmlns:xsi="http://www.w3.</pre>
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 endergy.
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, Endergy" required="true">
    <!-- These items are shown when Ender IO Endergy is installed. -->
      <item name="enderio:item material:75" show="true" /><!-- itemInfinityGoop -->
      <item name="blockCrudeSteel" show="true" />
      <item name="blockCrystallineAlloy" show="true" />
      <item name="blockMelodicAlloy" show="true" />
      <item name="blockStellarAlloy" show="true" />
      <item name="blockCrystallinePinkSlime" show="true" />
      <item name="blockEnergeticSilver" show="true" />
      <item name="blockVividAlloy" show="true" />
      <item name="ingotCrudeSteel" show="true" />
      <item name="ingotCrystallineAlloy" show="true" />
      <item name="ingotMelodicAlloy" show="true" />
      <item name="ingotStellarAlloy" show="true" />
      <item name="ingotCrystallinePinkSlime" show="true" />
      <item name="ingotEnergeticSilver" show="true" />
      <item name="ingotVividAlloy" show="true" />
      <item name="nuggetCrudeSteel" show="true" />
      <item name="nuggetCrystallineAlloy" show="true" />
      <item name="nuggetMelodicAlloy" show="true" />
      <item name="nuggetStellarAlloy" show="true" />
      <item name="nuggetCrystallinePinkSlime" show="true" />
      <item name="nuggetEnergeticSilver" show="true" />
      <item name="nuggetVividAlloy" show="true" />
      <item name="ballCrudeSteel" show="true" />
      <item name="ballCrystallineAlloy" show="true" />
      <item name="ballMelodicAlloy" show="true" />
      <item name="ballStellarAlloy" show="true" />
      <item name="ballCrystallinePinkSlime" show="true" />
      <item name="ballEnergeticSilver" show="true" />
      <item name="ballVividAlloy" show="true" />
    </hiding>
  </recipe>
</enderio:recipes>
```