```xml
<?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.

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.

 -->

  <recipe name="Staff Of Travelling" required="true">
    <crafting>
      <grid size="3x3">
        <item /><item /><item name="ENDER_CRYSTAL" />
        <item /><item name="itemInfinityRod" /><item />
        <item name="itemInfinityRod" /><item /><item />
      </grid>
      <output name="enderio:item_travel_staff" />
    </crafting>
  </recipe>

  <recipe name="Staff Of Levity" required="true">
    <crafting>
      <grid size="3x3">
        <item /><item /><item name="PRECIENT_CRYSTAL" />
        <item /><item name="itemInfinityRod" /><item />
        <item name="itemInfinityRod" /><item /><item />
      </grid>
      <output name="enderio:item_staff_of_levity" />
    </crafting>
  </recipe>

  <recipe name="Rod of Return" required="true">
    <crafting>
      <grid size="3x3">
        <item /><item name="PULSATING_CRYSTAL"/><item name="ENDER_CRYSTAL" />
        <item /><item name="itemInfinityRod" /><item name="PULSATING_CRYSTAL"/>
        <item name="itemInfinityRod" /><item /><item />
      </grid>
      <output name="enderio:item_rod_of_return" />
    </crafting>
  </recipe>

  <recipe name="Coordinate Selector" required="true">
    <crafting>
      <grid size="3x3">
        <item name="ELECTRICAL_STEEL" /><item name="enderpearl" /><item name="
ELECTRICAL_STEEL" />
```

```xml
      <item /><item name="minecraft:compass" /><item name="ELECTRICAL_STEEL" />
      <item /><item /><item name="ELECTRICAL_STEEL" />
    </grid>
    <output name="enderio:item_coord_selector" />
  </crafting>
</recipe>

<recipe name="Yeta Wrench" required="true">
  <crafting>
    <grid size="3x3">
      <item name="ELECTRICAL_STEEL" /><item /><item name="ELECTRICAL_STEEL" />
      <item /><item name="GEAR_STONE" /><item />
      <item /><item name="ELECTRICAL_STEEL" /><item />
    </grid>
    <output name="enderio:item_yeta_wrench" />
  </crafting>
</recipe>

<recipe name="Electromagnet" required="true">
  <crafting>
    <grid size="3x3">
      <item name="CONDUCTIVE_IRON" /><item name="VIBRANT_CRYSTAL" /><item name="CONDUCTIVE_IRON" />
      <item name="CONDUCTIVE_IRON" /><item /><item name="CONDUCTIVE_IRON" />
      <item name="ELECTRICAL_STEEL" /><item /><item name="ELECTRICAL_STEEL" />
    </grid>
    <output name="enderio:item_magnet" />
  </crafting>
</recipe>

<recipe name="Inventory Charger, Simple" required="true">
  <crafting>
    <grid size="3x3">
      <item name="DARK_STEEL_NUGGET" /><item name="CONDUCTIVE_IRON" /><item name="DARK_STEEL_NUGGET" />
      <item name="CONDUCTIVE_IRON" /><item name="CAPACITOR1" /><item name="CONDUCTIVE_IRON" />
      <item name="DARK_STEEL_NUGGET" /><item name="CONDUCTIVE_IRON" /><item name="DARK_STEEL_NUGGET" />
    </grid>
    <output name="enderio:item_inventory_charger_simple" />
  </crafting>
</recipe>

<!-- The other inventory changers are in powertools.xml -->

<recipe name="Dark Steel Helmet" required="true">
  <crafting>
    <grid size="3x2">
      <item name="DARK_STEEL" /><item name="DARK_STEEL" /><item name="DARK_STEEL" />
      <item name="DARK_STEEL" /><item /><item name="DARK_STEEL" />
    </grid>
    <output name="enderio:item_dark_steel_helmet" />
  </crafting>
</recipe>

<recipe name="Dark Steel Chestplate" required="true">
  <crafting>
    <grid size="3x3">
      <item name="DARK_STEEL" /><item /><item name="DARK_STEEL" />
      <item name="DARK_STEEL" /><item name="DARK_STEEL" /><item name="DARK_STEEL" />
      <item name="DARK_STEEL" /><item name="DARK_STEEL" /><item name="DARK_STEEL" />
    </grid>
    <output name="enderio:item_dark_steel_chestplate" />
  </crafting>
</recipe>

<recipe name="Dark Steel Leggings" required="true">
```

```xml
      <crafting>
        <grid size="3x3">
          <item name="DARK_STEEL" /><item name="DARK_STEEL" /><item name="DARK_STEEL" />
          <item name="DARK_STEEL" /><item /><item name="DARK_STEEL" />
          <item name="DARK_STEEL" /><item /><item name="DARK_STEEL" />
        </grid>
        <output name="enderio:item_dark_steel_leggings" />
      </crafting>
    </recipe>

    <recipe name="Dark Steel Boots" required="true">
      <crafting>
        <grid size="3x2">
          <item name="DARK_STEEL" /><item /><item name="DARK_STEEL" />
          <item name="DARK_STEEL" /><item /><item name="DARK_STEEL" />
        </grid>
        <output name="enderio:item_dark_steel_boots" />
      </crafting>
    </recipe>

    <recipe name="Dark Steel Shield" required="true">
      <crafting>
        <grid size="3x3">
          <item name="DARK_STEEL" /><item name="IRON"/><item name="DARK_STEEL" />
          <item name="DARK_STEEL" /><item /><item name="DARK_STEEL" />
          <item /><item name="DARK_STEEL" /><item />
        </grid>
        <output name="enderio:item_dark_steel_shield" />
      </crafting>
    </recipe>

    <recipe name="End Steel Helmet" required="true">
      <crafting>
        <grid size="3x2">
          <item name="END_STEEL" /><item name="END_STEEL" /><item name="END_STEEL" />
          <item name="END_STEEL" /><item name="GUARDIAN_DIODE" /><item name="END_STEEL"
/>
        </grid>
        <output name="enderio:item_end_steel_helmet" />
      </crafting>
    </recipe>

    <recipe name="End Steel Chestplate" required="true">
      <crafting>
        <grid size="3x3">
          <item name="END_STEEL" /><item name="GUARDIAN_DIODE" /><item name="END_STEEL"
/>
          <item name="END_STEEL" /><item name="END_STEEL" /><item name="END_STEEL" />
          <item name="END_STEEL" /><item name="END_STEEL" /><item name="END_STEEL" />
        </grid>
        <output name="enderio:item_end_steel_chestplate" />
      </crafting>
    </recipe>

    <recipe name="End Steel Leggings" required="true">
      <crafting>
        <grid size="3x3">
          <item name="END_STEEL" /><item name="END_STEEL" /><item name="END_STEEL" />
          <item name="END_STEEL" /><item name="GUARDIAN_DIODE" /><item name="END_STEEL"
/>
          <item name="END_STEEL" /><item /><item name="END_STEEL" />
        </grid>
        <output name="enderio:item_end_steel_leggings" />
      </crafting>
    </recipe>

    <recipe name="End Steel Boots" required="true">
      <crafting>
```

```xml
      <grid size="3x2">
        <item name="END_STEEL" /><item name="GUARDIAN_DIODE" /><item name="END_STEEL"
/>
        <item name="END_STEEL" /><item /><item name="END_STEEL" />
      </grid>
      <output name="enderio:item_end_steel_boots" />
    </crafting>
  </recipe>

  <recipe name="End Steel Shield" required="true">
    <crafting>
      <grid size="3x3">
        <item name="END_STEEL" /><item name="GUARDIAN_DIODE"/><item name="END_STEEL" />
        <item name="END_STEEL" /><item /><item name="END_STEEL" />
        <item /><item name="END_STEEL" /><item />
      </grid>
      <output name="enderio:item_end_steel_shield" />
    </crafting>
  </recipe>

  <recipe name="Glider Wing" required="true">
    <crafting>
      <grid size="3x3">
        <item /><item /><item name="DARK_STEEL_NUGGET" />
        <item /><item name="DARK_STEEL_NUGGET" /><item name="itemLeather" />
        <item name="DARK_STEEL_NUGGET" /><item name="itemLeather" /><item name="
itemLeather" />
      </grid>
      <output name="GLIDER_WING" />
    </crafting>
  </recipe>

  <recipe name="Gilder Wings" required="true">
    <crafting>
      <grid size="3x2">
        <item /><item name="DARK_STEEL" /><item />
        <item name="GLIDER_WING" /><item name="DARK_STEEL" /><item name="GLIDER_WING"
/>
      </grid>
      <output name="GLIDER_WINGS" />
    </crafting>
  </recipe>

  <recipe name="Dark Shears" required="true">
    <crafting>
      <grid size="2x2">
        <item /><item name="DARK_STEEL" />
        <item name="DARK_STEEL" /><item />
      </grid>
      <output name="enderio:item_dark_steel_shears" />
    </crafting>
  </recipe>

  <recipe name="Dark Treetap" required="false">
    <crafting>
      <grid>
        <item /><item name="GEAR_DARKSTEEL" /><item />
        <item name="DARK_STEEL" /><item name="ic2:treetap, ic2:itemtreetap, techreborn:
treetap" /><item name="DARK_STEEL" />
        <item name="DARK_STEEL_NUGGET" /><item /><item name="DARK_STEEL_NUGGET" />
      </grid>
      <output name="enderio:item_dark_steel_treetap" />
    </crafting>
  </recipe>

  <recipe name="Cold Fire Igniter" required="true">
    <crafting>
      <shapeless>
```

```xml
        <item name="DARK_STEEL" />
        <item name="itemFlint" />
      </shapeless>
      <output name="enderio:item_cold_fire_igniter" />
    </crafting>
  </recipe>

  <recipe name="Soul Vial" required="true">
    <crafting>
      <grid size="3x3">
        <item /><item name="SOULARIUM" /><item />
        <item name="FUSED_QUARTZ" /><item /><item name="FUSED_QUARTZ" />
        <item /><item name="FUSED_QUARTZ" /><item />
      </grid>
      <output name="enderio:item_soul_vial" />
    </crafting>
  </recipe>

  <recipe name="XP Rod" required="true">
    <crafting>
      <grid size="3x3">
        <item /><item /><item name="SOULARIUM" />
        <item /><item name="ENERGETIC_ALLOY" /><item />
        <item name="SOULARIUM" /><item /><item />
      </grid>
      <output name="enderio:item_xp_transfer" />
    </crafting>
  </recipe>

  <recipe name="The Ender" required="true">
    <crafting>
      <grid size="1x3">
        <item name="DARK_STEEL" />
        <item name="DARK_STEEL" />
        <item name="stickWood" />
      </grid>
      <output name="enderio:item_dark_steel_sword" />
    </crafting>
  </recipe>

  <recipe name="End Steel Sword" required="true">
    <crafting>
      <grid size="1x3">
        <item name="END_STEEL" />
        <item name="END_STEEL" />
        <item name="itemInfinityRod" />
      </grid>
      <output name="enderio:item_end_steel_sword" />
    </crafting>
  </recipe>

  <recipe name="Dark Pickaxe" required="true">
    <crafting>
      <grid size="3x3">
        <item name="DARK_STEEL" /><item name="DARK_STEEL" /><item name="DARK_STEEL" />
        <item /><item name="stickWood" /><item />
        <item /><item name="stickWood" /><item />
      </grid>
      <output name="enderio:item_dark_steel_pickaxe" />
    </crafting>
  </recipe>

  <recipe name="Dark Axe" required="true">
    <crafting>
      <grid size="2x3">
        <item name="DARK_STEEL" /><item name="DARK_STEEL" />
        <item name="DARK_STEEL" /><item name="stickWood" />
        <item /><item name="stickWood" />
```

```xml
        </grid>
        <output name="enderio:item_dark_steel_axe" />
      </crafting>
    </recipe>

    <recipe name="Dark Crook" required="true">
      <crafting>
        <grid size="3x3">
          <item name="DARK_STEEL" /><item name="DARK_STEEL" /><item name="stickWood" />
          <item /><item /><item name="stickWood" />
          <item /><item /><item name="stickWood" />
        </grid>
        <output name="enderio:item_dark_steel_crook" />
      </crafting>
    </recipe>

    <recipe name="Dark Hand" required="true">
      <crafting>
        <grid size="3x3">
          <item name="DARK_STEEL" /><item name="DARK_STEEL" /><item name="DARK_STEEL" />
          <item name="DARK_STEEL" /><item name="minecraft:diamond_hoe"/><item name="
DARK_STEEL" />
          <item name="DARK_STEEL_NUGGET" /><item name="DARK_STEEL_NUGGET" /><item name="
DARK_STEEL_NUGGET" />
        </grid>
        <output name="enderio:item_dark_steel_hand" />
      </crafting>
    </recipe>

    <recipe name="End Pickaxe" required="true">
      <crafting>
        <grid size="3x3">
          <item name="END_STEEL" /><item name="END_STEEL" /><item name="END_STEEL" />
          <item /><item name="itemInfinityRod" /><item />
          <item /><item name="itemInfinityRod" /><item />
        </grid>
        <output name="enderio:item_end_steel_pickaxe" />
      </crafting>
    </recipe>

    <recipe name="End Axe" required="true">
      <crafting>
        <grid size="2x3">
          <item name="END_STEEL" /><item name="END_STEEL" />
          <item name="END_STEEL" /><item name="itemInfinityRod" />
          <item /><item name="itemInfinityRod" />
        </grid>
        <output name="enderio:item_end_steel_axe" />
      </crafting>
    </recipe>

    <recipe name="Dark Bow" required="true">
      <crafting>
        <grid size="3x3">
          <item /><item name="NUTRITIOUS_STICK" /><item name="string"/>
          <item name="SKELETAL_CONTRACTOR"/><item/><item name="string"/>
          <item /><item name="NUTRITIOUS_STICK"/><item name="string"/>
        </grid>
        <output name="enderio:item_dark_steel_bow" />
      </crafting>
    </recipe>

    <recipe name="Ender Bow" required="true">
      <crafting>
        <grid size="3x3">
          <item /><item name="itemInfinityRod" /><item name="string"/>
          <item name="SKELETAL_CONTRACTOR"/><item/><item name="string"/>
          <item /><item name="itemInfinityRod"/><item name="string"/>
```

```xml
        </grid>
        <output name="enderio:item_end_steel_bow" />
      </crafting>
    </recipe>

    <recipe name="Conduit Facade" required="true">
      <crafting>
        <grid>
          <item name="CONDUIT_BINDER" /><item name="CONDUIT_BINDER" /><item name="
CONDUIT_BINDER" />
          <item name="CONDUIT_BINDER" /><item /><item name="CONDUIT_BINDER" />
          <item name="CONDUIT_BINDER" /><item name="CONDUIT_BINDER" /><item name="
CONDUIT_BINDER" />
        </grid>
        <output name="enderio:item_conduit_facade:0" />
      </crafting>
    </recipe>

    <recipe name="Conduit Facade, hardened" required="true">
      <crafting>
        <grid>
          <item /><item name="POWDER_OBSIDIAN" /><item />
          <item name="POWDER_OBSIDIAN" /><item name="enderio:item_conduit_facade:0"
/><item name="POWDER_OBSIDIAN" />
          <item /><item name="POWDER_OBSIDIAN" /><item />
        </grid>
        <output name="enderio:item_conduit_facade:1" />
      </crafting>
    </recipe>

    <recipe name="Conduit Facade, transparent" required="true">
      <crafting>
        <grid>
          <item name="CONDUIT_BINDER" /><item name="CONDUIT_BINDER" /><item name="
CONDUIT_BINDER" />
          <item name="CONDUIT_BINDER" /><item name="FUSED_GLASS" /><item name="
CONDUIT_BINDER" />
          <item name="CONDUIT_BINDER" /><item name="CONDUIT_BINDER" /><item name="
CONDUIT_BINDER" />
        </grid>
        <output name="enderio:item_conduit_facade:2" />
      </crafting>
    </recipe>

    <recipe name="Conduit Facade, transparent, upgrade" required="true">
      <crafting>
        <shapeless>
          <item name="enderio:item_conduit_facade:0"/><item name="FUSED_GLASS" />
        </shapeless>
        <output name="enderio:item_conduit_facade:2" />
      </crafting>
    </recipe>

    <recipe name="Conduit Facade, transparent, hardened" required="true">
      <crafting>
        <grid>
          <item /><item name="POWDER_OBSIDIAN" /><item />
          <item name="POWDER_OBSIDIAN" /><item name="enderio:item_conduit_facade:2"
/><item name="POWDER_OBSIDIAN" />
          <item /><item name="POWDER_OBSIDIAN" /><item />
        </grid>
        <output name="enderio:item_conduit_facade:3" />
      </crafting>
    </recipe>

    <recipe name="Conduit Facade, transparent, hardened, upgrade" required="true">
      <crafting>
        <shapeless>
```

```xml
        <item name="enderio:item_conduit_facade:1"/><item name="FUSED_GLASS" />
      </shapeless>
      <output name="enderio:item_conduit_facade:3" />
    </crafting>
  </recipe>

  <recipe name="Self-Resetting Lever, 5 seconds" required="true">
    <crafting>
      <shapeless>
        <item name="minecraft:lever"/><item name="dustRedstone" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever5" />
    </crafting>
  </recipe>

  <recipe name="Self-Resetting Lever, 10 seconds" required="true">
    <crafting>
      <shapeless>
        <item name="minecraft:lever"/><item name="dustRedstone" /><item name="
dustRedstone" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever10" />
    </crafting>
  </recipe>

  <recipe name="Self-Resetting Lever, 10 seconds, upgrade" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_self_resetting_lever5"/><item name="dustRedstone" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever10" />
    </crafting>
  </recipe>

  <recipe name="Self-Resetting Lever, 30 seconds" required="true">
    <crafting>
      <shapeless>
        <item name="minecraft:lever"/><item name="dustRedstone" /><item name="
dustRedstone" /><item name="dustRedstone" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever30" />
    </crafting>
  </recipe>

  <recipe name="Self-Resetting Lever, 30 seconds, upgrade" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_self_resetting_lever10"/><item name="dustRedstone" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever30" />
    </crafting>
  </recipe>

  <recipe name="Self-Resetting Lever, 60 seconds" required="true">
    <crafting>
      <shapeless>
        <item name="minecraft:lever"/><item name="dustRedstone" /><item name="
dustRedstone" /><item name="dustRedstone" /><item name="dustRedstone" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever60" />
    </crafting>
  </recipe>

  <recipe name="Self-Resetting Lever, 60 seconds, upgrade" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_self_resetting_lever30"/><item name="dustRedstone" />
      </shapeless>
```

```xml
        <output name="enderio:block_self_resetting_lever60" />
      </crafting>
  </recipe>

  <recipe name="Self-Resetting Lever, 300 seconds" required="true">
    <crafting>
      <shapeless>
        <item name="minecraft:lever"/><item name="dustRedstone" /><item name="
dustRedstone" /><item name="dustRedstone" /><item name="dustRedstone" /><item name="
dustRedstone" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever300" />
    </crafting>
  </recipe>

  <recipe name="Self-Resetting Lever, 300 seconds, upgrade" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_self_resetting_lever60"/><item name="dustRedstone" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever300" />
    </crafting>
  </recipe>

  <recipe name="Self-Resetting Lever, 5 seconds, inverted" required="true">
    <crafting>
      <shapeless>
        <item name="minecraft:lever"/><item name="dustRedstone" /><item name="
minecraft:redstone_torch" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever5i" />
    </crafting>
  </recipe>

  <recipe name="Self-Resetting Lever, 5 seconds, crossgrade, inverted" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_self_resetting_lever5"/><item name="minecraft:
redstone_torch" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever5i" />
    </crafting>
  </recipe>

  <recipe name="Self-Resetting Lever, 5 seconds, crossgrade, uninverted" required="
true">
    <crafting>
      <shapeless>
        <item name="enderio:block_self_resetting_lever5i"/><item name="minecraft:
redstone_torch" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever5" />
    </crafting>
  </recipe>

  <recipe name="Self-Resetting Lever, 10 seconds, inverted" required="true">
    <crafting>
      <shapeless>
        <item name="minecraft:lever"/><item name="dustRedstone" /><item name="
dustRedstone" /><item name="minecraft:redstone_torch" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever10i" />
    </crafting>
  </recipe>

  <recipe name="Self-Resetting Lever, 10 seconds, upgrade, inverted" required="true">
    <crafting>
      <shapeless
```

```xml
        <item name="enderio:block_self_resetting_lever5i"/><item name="dustRedstone" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever10i" />
    </crafting>
  </recipe>

  <recipe name="Self-Resetting Lever, 10 seconds, crossgrade, inverted" required="true"
>
    <crafting>
      <shapeless>
        <item name="enderio:block_self_resetting_lever10"/><item name="minecraft:
redstone_torch" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever10i" />
    </crafting>
  </recipe>

  <recipe name="Self-Resetting Lever, 10 seconds, crossgrade, uninverted" required="
true">
    <crafting>
      <shapeless>
        <item name="enderio:block_self_resetting_lever10i"/><item name="minecraft:
redstone_torch" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever10" />
    </crafting>
  </recipe>

  <recipe name="Self-Resetting Lever, 30 seconds, inverted" required="true">
    <crafting>
      <shapeless>
        <item name="minecraft:lever"/><item name="dustRedstone" /><item name="
dustRedstone" /><item name="dustRedstone" /><item name="minecraft:redstone_torch" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever30i" />
    </crafting>
  </recipe>

  <recipe name="Self-Resetting Lever, 30 seconds, upgrade, inverted" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_self_resetting_lever10i"/><item name="dustRedstone"
/>
      </shapeless>
      <output name="enderio:block_self_resetting_lever30i" />
    </crafting>
  </recipe>

  <recipe name="Self-Resetting Lever, 30 seconds, crossgrade, inverted" required="true"
>
    <crafting>
      <shapeless>
        <item name="enderio:block_self_resetting_lever30"/><item name="minecraft:
redstone_torch" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever30i" />
    </crafting>
  </recipe>

  <recipe name="Self-Resetting Lever, 30 seconds, crossgrade, uninverted" required="
true">
    <crafting>
      <shapeless>
        <item name="enderio:block_self_resetting_lever30i"/><item name="minecraft:
redstone_torch" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever30" />
    </crafting>
```

```xml
    </recipe>

  <recipe name="Self-Resetting Lever, 60 seconds, inverted" required="true">
    <crafting>
      <shapeless>
        <item name="minecraft:lever"/><item name="dustRedstone" /><item name="
dustRedstone" /><item name="dustRedstone" /><item name="dustRedstone" /><item name="
minecraft:redstone_torch" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever60i" />
    </crafting>
  </recipe>

  <recipe name="Self-Resetting Lever, 60 seconds, upgrade, inverted" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_self_resetting_lever30i"/><item name="dustRedstone"
/>
      </shapeless>
      <output name="enderio:block_self_resetting_lever60i" />
    </crafting>
  </recipe>

  <recipe name="Self-Resetting Lever, 60 seconds, crossgrade, inverted" required="true"
>
    <crafting>
      <shapeless>
        <item name="enderio:block_self_resetting_lever60"/><item name="minecraft:
redstone_torch" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever60i" />
    </crafting>
  </recipe>

  <recipe name="Self-Resetting Lever, 60 seconds, crossgrade, uninverted" required="
true">
    <crafting>
      <shapeless>
        <item name="enderio:block_self_resetting_lever60i"/><item name="minecraft:
redstone_torch" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever60" />
    </crafting>
  </recipe>

  <recipe name="Self-Resetting Lever, 300 seconds, inverted" required="true">
    <crafting>
      <shapeless>
        <item name="minecraft:lever"/><item name="dustRedstone" /><item name="
dustRedstone" /><item name="dustRedstone" /><item name="dustRedstone" /><item name="
dustRedstone" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever300i" />
    </crafting>
  </recipe>

  <recipe name="Self-Resetting Lever, 300 seconds, upgrade, inverted" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_self_resetting_lever60i"/><item name="dustRedstone"
/>
      </shapeless>
      <output name="enderio:block_self_resetting_lever300i" />
    </crafting>
  </recipe>

  <recipe name="Self-Resetting Lever, 300 seconds, crossgrade, inverted" required="
true">
```

```xml
    <crafting>
      <shapeless>
        <item name="enderio:block_self_resetting_lever300"/><item name="minecraft:
redstone_torch" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever300i" />
    </crafting>
  </recipe>

  <recipe name="Self-Resetting Lever, 300 seconds, crossgrade, uninverted" required="
true">
    <crafting>
      <shapeless>
        <item name="enderio:block_self_resetting_lever300i"/><item name="minecraft:
redstone_torch" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever300" />
    </crafting>
  </recipe>

  <recipe name="Conduit Probe" required="true">
    <crafting>
      <grid size="3x3">
        <item name="ELECTRICAL_STEEL_NUGGET" /><item /><item name="
ELECTRICAL_STEEL_NUGGET" />
        <item name="IRON" /><item name="enderio:item_yeta_wrench" /><item name="IRON"
/>
        <item name="IRON" /><item name="POWDER_INFINITY" /><item name="IRON" />
      </grid>
      <output name="CONDUIT_PROBE" />
    </crafting>
  </recipe>

  <recipe name="Filter, Basic" required="true">
    <crafting>
      <grid>
        <item /><item name="oredict:paper, paperBlack" /><item />
        <item name="oredict:paper, paperBlack" /><item name="blockHopper" /><item
name="oredict:paper, paperBlack" />
        <item /><item name="oredict:paper, paperBlack" /><item/>
      </grid>
      <output name="enderio:item_basic_item_filter" />
    </crafting>
  </recipe>

  <recipe name="Filter, Enchantment" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:item_basic_item_filter"/>
        <item name="minecraft:enchanted_book"/>
      </shapeless>
      <output name="enderio:item_enchantment_filter_normal" />
    </crafting>
  </recipe>

  <recipe name="Filter, Advanced" required="true">
    <crafting>
      <grid>
        <item name="dustRedstone" /><item name="oredict:paper, paperBlack" /><item
name="dustRedstone" />
        <item name="oredict:paper, paperBlack" /><item name="ZOMBIE_CONTROLLER"
/><item name="oredict:paper, paperBlack" />
        <item name="dustRedstone" /><item name="oredict:paper, paperBlack" /><item
name="dustRedstone" />
      </grid>
      <output name="enderio:item_advanced_item_filter" />
    </crafting>
  </recipe>
```

```xml
  <recipe name="Filter, Counting" required="true">
    <crafting>
      <grid size="3x1">
        <item name="minecraft:comparator" /><item name="enderio:
item_advanced_item_filter" /><item name="minecraft:comparator" />
      </grid>
      <output name="enderio:item_limited_item_filter" />
    </crafting>
  </recipe>

  <recipe name="Filter, Mod" required="true">
    <crafting>
      <grid>
        <item /><item name="oredict:paper, paperBlack" /><item />
        <item name="oredict:paper, paperBlack" /><item name="enderio:item_yeta_wrench"
/><item name="oredict:paper, paperBlack" />
        <item /><item name="oredict:paper, paperBlack" /><item/>
      </grid>
      <output name="enderio:item_mod_item_filter" />
    </crafting>
  </recipe>

  <recipe name="Filter, Existing" required="true">
    <crafting>
      <grid>
        <item /><item name="dustRedstone" /><item />
        <item name="dustRedstone" /><item name="enderio:item_advanced_item_filter"
/><item name="dustRedstone" />
        <item /><item name="minecraft:comparator" /><item/>
      </grid>
      <output name="enderio:item_existing_item_filter" />
    </crafting>
  </recipe>

  <recipe name="Filter, Power" required="true">
    <crafting>
      <grid>
        <item /><item name="oredict:paper, paperBlack" /><item />
        <item name="oredict:paper, paperBlack" /><item name="CONDUIT_PROBE" /><item
name="oredict:paper, paperBlack" />
        <item /><item name="oredict:paper, paperBlack" /><item/>
      </grid>
      <output name="enderio:item_power_item_filter" />
    </crafting>
  </recipe>

  <recipe name="Filter, Big" required="true">
    <crafting>
      <grid size="3x3">
        <item name="POWDER_OBSIDIAN" /><item name="minecraft:paper, paperBlack"
/><item name="POWDER_OBSIDIAN" />
        <item name="minecraft:paper, paperBlack" /><item name="SKELETAL_CONTRACTOR"
/><item name="minecraft:paper, paperBlack" />
        <item name="POWDER_OBSIDIAN" /><item name="minecraft:paper, paperBlack"
/><item name="POWDER_OBSIDIAN" />
      </grid>
      <output name="enderio:item_big_item_filter" />
    </crafting>
  </recipe>

  <recipe name="Filter, Enchantment, Big" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:item_big_item_filter"/>
        <item name="minecraft:enchanted_book"/>
      </shapeless>
      <output name="enderio:item_enchantment_filter_big" />
```

```xml
      </crafting>
  </recipe>

  <recipe name="Filter, Big Advanced" required="true">
    <crafting>
      <grid size="1x3">
        <item name="minecraft:shulker_shell" />
        <item name="enderio:item_advanced_item_filter" />
        <item name="minecraft:shulker_shell" />
      </grid>
      <output name="enderio:item_big_advanced_item_filter" />
    </crafting>
  </recipe>

  <recipe name="Filter, Fluid" required="true">
    <crafting>
      <grid>
        <item /><item name="oredict:paper, paperBlack" /><item />
        <item name="oredict:paper, paperBlack" /><item name="minecraft:bucket" /><item
name="oredict:paper, paperBlack" />
        <item /><item name="oredict:paper, paperBlack" /><item/>
      </grid>
      <output name="enderio:item_fluid_filter" />
    </crafting>
  </recipe>

  <recipe name="Filter, Redstone Base" required="true">
    <crafting>
      <grid size="3x3">
        <item name="REDSTONE_ALLOY"/><item name="oredict:paper, paperBlack" /><item
name="REDSTONE_ALLOY"/>
        <item name="oredict:paper, paperBlack" /><item name="IRON"/><item name="
oredict:paper, paperBlack" />
        <item name="REDSTONE_ALLOY"/><item name="oredict:paper, paperBlack" /><item
name="REDSTONE_ALLOY"/>
      </grid>
      <output name="REDSTONE_FILTER_BASE" />
    </crafting>
  </recipe>

  <recipe name="Filter, Redstone NOT" required="true">
    <crafting>
      <grid size="3x1">
        <item name="minecraft:redstone_torch"/>
        <item name="REDSTONE_FILTER_BASE" />
        <item name="REDSTONE_ALLOY"/>
      </grid>
      <output name="enderio:item_redstone_not_filter" />
    </crafting>
  </recipe>

  <recipe name="Filter, Redstone OR" required="true">
    <crafting>
      <grid size="1x3">
        <item name="REDSTONE_ALLOY"/><item name="REDSTONE_FILTER_BASE" /><item name="
REDSTONE_ALLOY"/>
      </grid>
      <output name="REDSTONE_FILTER_OR" />
    </crafting>
  </recipe>

  <recipe name="Filter, Redstone AND" required="true">
    <crafting>
      <grid size="1x3">
        <item name="minecraft:redstone_torch"/><item name="REDSTONE_FILTER_BASE"
/><item name="minecraft:redstone_torch"/>
      </grid>
      <output name="REDSTONE_FILTER_AND" />
```

```xml
        </crafting>
    </recipe>

    <recipe name="Filter, Redstone XOR" required="true">
      <crafting>
        <grid size="3x3">
          <item /><item name="minecraft:redstone_torch"/><item />
          <item name="REDSTONE_ALLOY"/><item name="REDSTONE_FILTER_BASE" /><item name="
REDSTONE_ALLOY"/>
          <item /><item name="minecraft:redstone_torch"/><item />
        </grid>
        <output name="REDSTONE_FILTER_XOR" />
      </crafting>
    </recipe>

    <recipe name="Filter, Redstone NAND" required="true">
      <crafting>
        <shapeless>
          <item name="minecraft:redstone_torch"/>
          <item name="REDSTONE_FILTER_AND" />
        </shapeless>
        <output name="REDSTONE_FILTER_NAND" />
      </crafting>
    </recipe>

    <recipe name="Filter, Redstone NAND Uncraft" required="true">
      <crafting>
        <shapeless>
          <item name="minecraft:redstone_torch"/>
          <item name="REDSTONE_FILTER_NAND" />
        </shapeless>
        <output name="REDSTONE_FILTER_AND" />
      </crafting>
    </recipe>

    <recipe name="Filter, Redstone NOR" required="true">
      <crafting>
        <shapeless>
          <item name="minecraft:redstone_torch"/>
          <item name="REDSTONE_FILTER_OR" />
        </shapeless>
        <output name="REDSTONE_FILTER_NOR" />
      </crafting>
    </recipe>

    <recipe name="Filter, Redstone NOR Uncraft" required="true">
      <crafting>
        <shapeless>
          <item name="minecraft:redstone_torch"/>
          <item name="REDSTONE_FILTER_NOR" />
        </shapeless>
        <output name="REDSTONE_FILTER_OR" />
      </crafting>
    </recipe>

    <recipe name="Filter, Redstone XNOR" required="true">
      <crafting>
        <shapeless>
          <item name="minecraft:redstone_torch"/>
          <item name="REDSTONE_FILTER_XOR" />
        </shapeless>
        <output name="REDSTONE_FILTER_XNOR" />
      </crafting>
    </recipe>

    <recipe name="Filter, Redstone XNOR Uncraft" required="true">
      <crafting>
        <shapeless
```

```xml
        <item name="minecraft:redstone_torch"/>
        <item name="REDSTONE_FILTER_XNOR" />
      </shapeless>
      <output name="REDSTONE_FILTER_XOR" />
    </crafting>
  </recipe>

  <recipe name="Filter, Redstone Toggle Latch" required="true">
    <crafting>
      <grid size="3x1">
        <item name="minecraft:lever"/>
        <item name="REDSTONE_FILTER_BASE" />
        <item name="REDSTONE_ALLOY"/>
      </grid>
      <output name="enderio:item_redstone_toggle_filter" />
    </crafting>
  </recipe>

  <recipe name="Filter, Redstone Scanner" required="true">
    <crafting>
      <grid size="3x1">
        <item name="minecraft:comparator"/>
        <item name="REDSTONE_FILTER_BASE" />
        <item name="REDSTONE_ALLOY"/>
      </grid>
      <output name="enderio:item_redstone_sensor_filter" />
    </crafting>
  </recipe>

  <recipe name="Filter, Redstone Timer" required="true">
    <crafting>
      <grid size="3x1">
        <item name="REDSTONE_ALLOY"/>
        <item name="REDSTONE_FILTER_BASE" />
        <item name="minecraft:clock"/>
      </grid>
      <output name="enderio:item_redstone_timer_filter" />
    </crafting>
  </recipe>

  <recipe name="Filter, Redstone Counting" required="true">
    <crafting>
      <grid size="3x3">
        <item name="REDSTONE_ALLOY"/><item /><item />
        <item name="REDSTONE_ALLOY" /><item name="REDSTONE_FILTER_BASE" /><item name="
REDSTONE_ALLOY" />
        <item name="REDSTONE_ALLOY"/><item /><item />
      </grid>
      <output name="enderio:item_redstone_counting_filter" />
    </crafting>
  </recipe>

  <recipe name="Death Urn, unfired" required="true">
    <crafting>
      <dependency item="exnihilo:porcelain"/>
      <grid size="3x3">
        <item name="exnihilo:porcelain"/><item name="POWDER_PULSATING" /><item name="
exnihilo:porcelain" />
        <item name="exnihilo:porcelain" /><item /><item name="exnihilo:porcelain" />
        <item name="exnihilo:porcelain"/><item name="exnihilo:porcelain" /><item name="
exnihilo:porcelain" />
      </grid>
      <output name="itemDeathUrnUnfired" />
    </crafting>
    <crafting>
      <dependency item="exnihilo:porcelain" reverse="true"/>
      <grid size="3x3">
        <item name="itemClay"/><item name="POWDER_PULSATING" /><item name="itemClay" />
```

```xml
        <item name="itemClay" /><item /><item name="itemClay" />
        <item name="itemClay"/><item name="itemClay" /><item name="itemClay" />
      </grid>
      <output name="itemDeathUrnUnfired" />
    </crafting>
  </recipe>

  <recipe name="Death Urn" required="true">
    <smelting exp="0">
      <dependency item="exnihilo:porcelain"/>
      <input name="itemDeathUrnUnfired"/>
      <output name="enderio:block_death_pouch"/>
    </smelting>
    <alloying energy="10000">
      <dependency item="exnihilo:porcelain" reverse="true"/>
      <input name="itemDeathUrnUnfired"/>
      <input name="minecraft:dye:15" amount="7"/>
      <output name="enderio:block_death_pouch"/>
    </alloying>
  </recipe>


</enderio:recipes>
```