```
<?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 />
      <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 />
      <output name="enderio:item staff of levity" />
    </crafting>
  </recipe>
  <recipe name="Rod of Return" required="true">
    <crafting>
      <qrid size="3x3">
        <item /><item name="PULSATING_CRYSTAL"/><item name="ENDER_CRYSTAL" />
        <item /><item name="itemInfinityRod" /><item name="PULSATING_CRYSTAL"/>
        <item name="itemInfinityRod" /><item /><item />
      <output name="enderio:item_rod_of_return" />
    </crafting>
  </recipe>
  <recipe name="Coordinate Selector" required="true">
    <crafting>
      <qrid size="3x3">
        <item name="ELECTRICAL_STEEL" /><item name="enderpearl" /><item name="</pre>
ELECTRICAL_STEEL" />
```

```
<item /><item name="minecraft:compass" /><item name="ELECTRICAL STEEL" />
        <item /><item /><item name="ELECTRICAL STEEL" />
      <output name="enderio:item coord selector" />
    </crafting>
  </recipe>
  <recipe name="Yeta Wrench" required="true">
    <crafting>
      <grid size="3x3">
        <item name="ELECTRICAL_STEEL" /><item name="ELECTRICAL_STEEL" />
        <item /><item name="GEAR_STONE" /><item />
        <item /><item name="ELECTRICAL_STEEL" /><item />
      </arid>
      <output name="enderio:item_yeta_wrench" />
    </crafting>
  </recipe>
  <recipe name="Electromagnet" required="true">
    <crafting>
      <qrid size="3x3">
        <item name="CONDUCTIVE_IRON" /><item name="VIBRANT_CRYSTAL" /><item name="</pre>
CONDUCTIVE IRON" />
        <item name="CONDUCTIVE_IRON" /><item /><item name="CONDUCTIVE_IRON" />
        <item name="ELECTRICAL_STEEL" /><item name="ELECTRICAL_STEEL" />
      <output name="enderio:item_magnet" />
    </crafting>
  </recipe>
  <recipe name="Inventory Charger, Simple" required="true">
    <crafting>
      <qrid size="3x3">
        <item name="DARK_STEEL_NUGGET" /><item name="CONDUCTIVE_IRON" /><item name="</pre>
DARK_STEEL_NUGGET" />
        <item name="CONDUCTIVE_IRON" /><item name="CAPACITOR1" /><item name="</pre>
CONDUCTIVE_IRON" />
        <item name="DARK_STEEL_NUGGET" /><item name="CONDUCTIVE_IRON" /><item name="</pre>
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>
      <qrid 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 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" />
      <output name="enderio:item_dark_steel_chestplate" />
    </crafting>
  </recipe>
  <recipe name="Dark Steel Leggings" required="true">
```

```
<crafting>
      <qrid 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" />
      <output name="enderio:item dark steel leggings" />
    </crafting>
 </recipe>
 <recipe name="Dark Steel Boots" required="true">
    <crafting>
      <qrid size="3x2">
        <item name="DARK_STEEL" /><item /><item name="DARK_STEEL" />
        <item name="DARK_STEEL" /><item /><item name="DARK_STEEL" />
      <output name="enderio:item_dark_steel_boots" />
    </crafting>
 </recipe>
 <recipe name="Dark Steel Shield" required="true">
    <crafting>
      <qrid 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 />
      <output name="enderio:item_dark_steel_shield" />
    </crafting>
 </recipe>
 <recipe name="End Steel Helmet" required="true">
    <crafting>
      <qrid 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"</pre>
/>
      </grid>
      <output name="enderio:item_end_steel_helmet" />
    </crafting>
 </recipe>
 <recipe name="End Steel Chestplate" required="true">
    <crafting>
      <qrid size="3x3">
        <item name="END_STEEL" /><item name="GUARDIAN_DIODE" /><item name="END_STEEL"</pre>
/>
        <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"</pre>
/>
        <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>
```

```
<qrid size="3x2">
        <item name="END STEEL" /><item name="GUARDIAN DIODE" /><item name="END STEEL"</pre>
/>
        <item name="END STEEL" /><item /><item name="END STEEL" />
      <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 />
      <output name="enderio:item_end_steel_shield" />
    </crafting>
 </recipe>
 <recipe name="Glider Wing" required="true">
    <crafting>
      <qrid size="3x3">
        <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="</pre>
itemLeather" />
      </grid>
      <output name="GLIDER_WING" />
    </crafting>
 </recipe>
 <recipe name="Gilder Wings" required="true">
    <crafting>
      <qrid size="3x2">
        <item /><item name="DARK_STEEL" /><item />
        <item name="GLIDER_WING" /><item name="DARK_STEEL" /><item name="GLIDER_WING"</pre>
/>
      </grid>
      <output name="GLIDER WINGS" />
    </crafting>
 </recipe>
 <recipe name="Dark Shears" required="true">
    <crafting>
      <qrid size="2x2">
        <item /><item name="DARK STEEL" />
        <item name="DARK_STEEL" /><item />
      <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:</pre>
treetap" /><item name="DARK_STEEL" />
        <item name="DARK_STEEL_NUGGET" /><item /><item name="DARK_STEEL_NUGGET" />
      <output name="enderio:item_dark_steel_treetap" />
    </crafting>
 </recipe>
 <recipe name="Cold Fire Igniter" required="true">
    <crafting>
      <shapeless>
```

```
<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 />
    <output name="enderio:item_soul_vial" />
  </crafting>
</recipe>
<recipe name="XP Rod" required="true">
  <crafting>
    <qrid size="3x3">
      <item /><item /><item name="SOULARIUM" />
      <item /><item name="ENERGETIC_ALLOY" /><item />
      <item name="SOULARIUM" /><item /><item />
    <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" />
</recipe>
<recipe name="End Steel Sword" required="true">
  <crafting>
    <grid size="1x3">
      <item name="END_STEEL" />
      <item name="END STEEL" />
      <item name="itemInfinityRod" />
    <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" />
```

```
<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 name="stickWood" />
        <item /><item name="stickWood" />
      </arid>
      <output name="enderio:item_dark_steel_crook" />
    </crafting>
  </recipe>
  <recipe name="Dark Hand" required="true">
    <crafting>
      <qrid 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="</pre>
DARK STEEL" />
        <item name="DARK_STEEL_NUGGET" /><item name="DARK_STEEL_NUGGET" /><item name="</pre>
DARK_STEEL_NUGGET" />
      <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>
      <qrid size="2x3">
        <item name="END_STEEL" /><item name="END_STEEL" />
        <item name="END STEEL" /><item name="itemInfinityRod" />
        <item /><item name="itemInfinityRod" />
      <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"/>
```

```
<output name="enderio:item end steel bow" />
    </crafting>
  </recipe>
  <recipe name="Conduit Facade" required="true">
    <crafting>
      <qrid>
        <item name="CONDUIT BINDER" /><item name="CONDUIT BINDER" /><item name="</pre>
CONDUIT_BINDER" />
        <item name="CONDUIT_BINDER" /><item name="CONDUIT_BINDER" />
        <item name="CONDUIT_BINDER" /><item name="CONDUIT_BINDER" /><item name="</pre>
CONDUIT BINDER" />
      </grid>
      <output name="enderio:item_conduit_facade:0" />
  </recipe>
  <recipe name="Conduit Facade, hardened" required="true">
    <crafting>
        <item /><item name="POWDER_OBSIDIAN" /><item />
        <item name="POWDER_OBSIDIAN" /><item name="enderio:item_conduit_facade:0"</pre>
/><item name="POWDER_OBSIDIAN" />
        <item /><item name="POWDER_OBSIDIAN" /><item />
      <output name="enderio:item_conduit_facade:1" />
  </recipe>
  <recipe name="Conduit Facade, transparent" required="true">
    <crafting>
      <qrid>
        <item name="CONDUIT_BINDER" /><item name="CONDUIT_BINDER" /><item name="</pre>
CONDUIT_BINDER" />
        <item name="CONDUIT_BINDER" /><item name="FUSED_GLASS" /><item name="</pre>
CONDUIT_BINDER" />
        <item name="CONDUIT_BINDER" /><item name="CONDUIT_BINDER" /><item name="</pre>
CONDUIT BINDER" />
      </arid>
      <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"</pre>
/><item name="POWDER_OBSIDIAN" />
        <item /><item name="POWDER_OBSIDIAN" /><item />
      <output name="enderio:item_conduit_facade:3" />
    </crafting>
  </recipe>
  <recipe name="Conduit Facade, transparent, hardened, upgrade" required="true">
    <crafting>
      <shapeless>
```

```
<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="</pre>
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="</pre>
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="</pre>
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>
```

```
<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="</pre>
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="</pre>
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:</pre>
redstone torch" />
      </shapeless>
      <output name="enderio:block self resetting lever5i" />
    </crafting>
  </recipe>
  <recipe name="Self-Resetting Lever, 5 seconds, crossgrade, uninverted" required="</pre>
true">
    <crafting>
      <shapeless>
        <item name="enderio:block_self_resetting_lever5i"/><item name="minecraft:</pre>
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="</pre>
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>
```

```
<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"</pre>
    <crafting>
      <shapeless>
        <item name="enderio:block_self_resetting_lever10"/><item name="minecraft:</pre>
redstone_torch" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever10i" />
    </crafting>
  </recipe>
  <recipe name="Self-Resetting Lever, 10 seconds, crossgrade, uninverted" required="</pre>
    <crafting>
      <shapeless>
        <item name="enderio:block_self_resetting_lever10i"/><item name="minecraft:</pre>
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="</pre>
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"</pre>
/>
      </shapeless>
      <output name="enderio:block_self_resetting_lever30i" />
    </crafting>
  </recipe>
  <recipe name="Self-Resetting Lever, 30 seconds, crossgrade, inverted" required="true"</pre>
    <crafting>
      <shapeless>
        <item name="enderio:block_self_resetting_lever30"/><item name="minecraft:</pre>
redstone_torch" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever30i" />
    </crafting>
  </recipe>
  <recipe name="Self-Resetting Lever, 30 seconds, crossgrade, uninverted" required="</pre>
true">
    <crafting>
      <shapeless>
        <item name="enderio:block_self_resetting_lever30i"/><item name="minecraft:</pre>
redstone_torch" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever30" />
    </crafting>
```

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</recipe>
  <recipe name="Self-Resetting Lever, 60 seconds, inverted" required="true">
    <crafting>
      <shapeless>
        <item name="minecraft:lever"/><item name="dustRedstone" /><item name="</pre>
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"</pre>
/>
      <output name="enderio:block_self_resetting_lever60i" />
    </crafting>
  </recipe>
  <recipe name="Self-Resetting Lever, 60 seconds, crossgrade, inverted" required="true"</pre>
    <crafting>
      <shapeless>
        <item name="enderio:block_self_resetting_lever60"/><item name="minecraft:</pre>
redstone torch" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever60i" />
    </crafting>
  </recipe>
  <recipe name="Self-Resetting Lever, 60 seconds, crossgrade, uninverted" required="</pre>
true">
    <crafting>
      <shapeless>
        <item name="enderio:block_self_resetting_lever60i"/><item name="minecraft:</pre>
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="</pre>
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"</pre>
/>
      </shapeless>
      <output name="enderio:block_self_resetting_lever300i" />
    </crafting>
  </recipe>
  <recipe name="Self-Resetting Lever, 300 seconds, crossgrade, inverted" required="</pre>
true">
```

```
<crafting>
      <shapeless>
        <item name="enderio:block self resetting lever300"/><item name="minecraft:</pre>
redstone torch" />
      </shapeless>
      <output name="enderio:block self resetting lever300i" />
    </crafting>
  </recipe>
  <recipe name="Self-Resetting Lever, 300 seconds, crossgrade, uninverted" required="</pre>
    <crafting>
      <shapeless>
        <item name="enderio:block_self_resetting_lever300i"/><item name="minecraft:</pre>
redstone_torch" />
      </shapeless>
      <output name="enderio:block_self_resetting_lever300" />
    </crafting>
  </recipe>
  <recipe name="Conduit Probe" required="true">
    <crafting>
      <qrid size="3x3">
        <item name="ELECTRICAL_STEEL_NUGGET" /><item /><item name="</pre>
ELECTRICAL_STEEL_NUGGET" />
        <item name="IRON" /><item name="enderio:item_yeta_wrench" /><item name="IRON"</pre>
/>
        <item name="IRON" /><item name="POWDER_INFINITY" /><item name="IRON" />
      <output name="CONDUIT_PROBE" />
    </crafting>
  </recipe>
  <recipe name="Filter, Basic" required="true">
    <crafting>
      <qrid>
        <item /><item name="oredict:paper, paperBlack" /><item />
        <item name="oredict:paper, paperBlack" /><item name="blockHopper" /><item</pre>
name="oredict:paper, paperBlack" />
        <item /><item name="oredict:paper, paperBlack" /><item/>
      <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</pre>
name="dustRedstone" />
        <item name="oredict:paper, paperBlack" /><item name="ZOMBIE_CONTROLLER"</pre>
/><item name="oredict:paper, paperBlack" />
        <item name="dustRedstone" /><item name="oredict:paper, paperBlack" /><item</pre>
name="dustRedstone" />
      <output name="enderio:item_advanced_item_filter" />
    </crafting>
  </recipe>
```

```
<recipe name="Filter, Counting" required="true">
    <crafting>
      <grid size="3x1">
        <item name="minecraft:comparator" /><item name="enderio:</pre>
item advanced item filter" /><item name="minecraft:comparator" />
      <output name="enderio:item limited item filter" />
    </crafting>
  </recipe>
  <recipe name="Filter, Mod" required="true">
    <crafting>
      <qrid>
        <item /><item name="oredict:paper, paperBlack" /><item />
        <item name="oredict:paper, paperBlack" /><item name="enderio:item_yeta_wrench"</pre>
/><item name="oredict:paper, paperBlack" />
        <item /><item name="oredict:paper, paperBlack" /><item/>
      <output name="enderio:item_mod_item_filter" />
    </crafting>
  </recipe>
  <recipe name="Filter, Existing" required="true">
    <crafting>
      <qrid>
        <item /><item name="dustRedstone" /><item />
        <item name="dustRedstone" /><item name="enderio:item_advanced_item_filter"</pre>
/><item name="dustRedstone" />
        <item /><item name="minecraft:comparator" /><item/>
      <output name="enderio:item_existing_item_filter" />
    </crafting>
  </recipe>
  <recipe name="Filter, Power" required="true">
    <crafting>
      <qrid>
        <item /><item name="oredict:paper, paperBlack" /><item />
        <item name="oredict:paper, paperBlack" /><item name="CONDUIT_PROBE" /><item</pre>
name="oredict:paper, paperBlack" />
        <item /><item name="oredict:paper, paperBlack" /><item/>
      <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"</pre>
/><item name="POWDER_OBSIDIAN" />
        <item name="minecraft:paper, paperBlack" /><item name="SKELETAL_CONTRACTOR"</pre>
/><item name="minecraft:paper, paperBlack" />
        <item name="POWDER_OBSIDIAN" /><item name="minecraft:paper, paperBlack"</pre>
/><item name="POWDER_OBSIDIAN" />
      <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" />
```

```
</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" />
      <output name="enderio:item_big_advanced_item_filter" />
    </crafting>
  </recipe>
  <recipe name="Filter, Fluid" required="true">
    <crafting>
        <item /><item name="oredict:paper, paperBlack" /><item />
        <item name="oredict:paper, paperBlack" /><item name="minecraft:bucket" /><item</pre>
name="oredict:paper, paperBlack" />
        <item /><item name="oredict:paper, paperBlack" /><item/>
      <output name="enderio:item_fluid_filter" />
    </crafting>
  </recipe>
  <recipe name="Filter, Redstone Base" required="true">
    <crafting>
      <qrid size="3x3">
        <item name="REDSTONE_ALLOY"/><item name="oredict:paper, paperBlack" /><item</pre>
name="REDSTONE_ALLOY"/>
        <item name="oredict:paper, paperBlack" /><item name="IRON"/><item name="</pre>
oredict:paper, paperBlack" />
        <item name="REDSTONE_ALLOY"/><item name="oredict:paper, paperBlack" /><item</pre>
name="REDSTONE_ALLOY"/>
      </arid>
      <output name="REDSTONE_FILTER_BASE" />
  </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"/>
      <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="</pre>
REDSTONE_ALLOY"/>
      <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"</pre>
/><item name="minecraft:redstone_torch"/>
      </grid>
      <output name="REDSTONE_FILTER_AND" />
```

```
</crafting>
  </recipe>
  <recipe name="Filter, Redstone XOR" required="true">
    <crafting>
      <qrid size="3x3">
        <item /><item name="minecraft:redstone_torch"/><item />
        <item name="REDSTONE ALLOY"/><item name="REDSTONE FILTER BASE" /><item name="</pre>
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>
```

```
<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"/>
      <output name="enderio:item_redstone_toggle_filter" />
  </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"/>
      <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>
      <qrid size="3x3">
        <item name="REDSTONE_ALLOY"/><item /><item />
        <item name="REDSTONE_ALLOY" /><item name="REDSTONE_FILTER_BASE" /><item name="</pre>
REDSTONE ALLOY" />
        <item name="REDSTONE_ALLOY"/><item /><item />
      <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="</pre>
exnihilo:porcelain" />
        <item name="exnihilo:porcelain" /><item /><item name="exnihilo:porcelain" />
        <item name="exnihilo:porcelain"/><item name="exnihilo:porcelain" /><item name="</pre>
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" />
```

```
<item name="itemClay" /><item /><item name="itemClay" />
        <item name="itemClay"/><item name="itemClay" /><item name="itemClay" />
      <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>
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