```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 ../../../..
/../../../enderio-invpanel/src/main/resources/assets/enderio/config/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="Conduit, Data" required="true">
    <crafting>
      <grid size="3x3">
        <item name="CONDUIT_BINDER" /><item name="CONDUIT_BINDER" /><item name="
CONDUIT_BINDER" />
        <item name="ELECTRICAL_STEEL" /><item name="REMOTE_AWARENESS_UPGRADE" /><item
name="ELECTRICAL_STEEL" />
        <item name="CONDUIT_BINDER" /><item name="CONDUIT_BINDER" /><item name="
CONDUIT_BINDER" />
      </grid>
      <output name="enderio:item_data_conduit" amount="8" />
    </crafting>
  </recipe>

  <recipe name="Inventory Panel" required="true">
    <crafting>
      <grid size="3x3">
        <item name="DARK_STEEL" /><item name="REMOTE_AWARENESS_UPGRADE" /><item name="
DARK_STEEL" />
        <item name="PULSATING_CRYSTAL" /><item name="SENTIENT_ENDER" /><item name="
PULSATING_CRYSTAL" />
        <item name="DARK_STEEL" /><item name="enderio:block_tank:0" /><item name="
DARK_STEEL" />
      </grid>
      <output name="enderio:block_inventory_panel" />
    </crafting>
  </recipe>

  <recipe name="Inventory Panel Coloring white" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_inventory_panel" /><item name="dyeWhite" />
      </shapeless>
      <output name="enderio:block_inventory_panel" nbt='{"enderio:data":{color:0}}' />
    </crafting>
  </recipe>
```

```xml
<recipe name="Inventory Panel Coloring orange" required="true">
  <crafting>
    <shapeless>
      <item name="enderio:block_inventory_panel" /><item name="dyeOrange" />
    </shapeless>
    <output name="enderio:block_inventory_panel" nbt='{"enderio:data":{color:1}}' />
  </crafting>
</recipe>

<recipe name="Inventory Panel Coloring magenta" required="true">
  <crafting>
    <shapeless>
      <item name="enderio:block_inventory_panel" /><item name="dyeMagenta" />
    </shapeless>
    <output name="enderio:block_inventory_panel" nbt='{"enderio:data":{color:2}}' />
  </crafting>
</recipe>

<recipe name="Inventory Panel Coloring light_blue" required="true">
  <crafting>
    <shapeless>
      <item name="enderio:block_inventory_panel" /><item name="dyeLightBlue" />
    </shapeless>
    <output name="enderio:block_inventory_panel" nbt='{"enderio:data":{color:3}}' />
  </crafting>
</recipe>

<recipe name="Inventory Panel Coloring yellow" required="true">
  <crafting>
    <shapeless>
      <item name="enderio:block_inventory_panel" /><item name="dyeYellow" />
    </shapeless>
    <output name="enderio:block_inventory_panel" nbt='{"enderio:data":{color:4}}' />
  </crafting>
</recipe>

<recipe name="Inventory Panel Coloring lime" required="true">
  <crafting>
    <shapeless>
      <item name="enderio:block_inventory_panel" /><item name="dyeLime" />
    </shapeless>
    <output name="enderio:block_inventory_panel" nbt='{"enderio:data":{color:5}}' />
  </crafting>
</recipe>

<recipe name="Inventory Panel Coloring pink" required="true">
  <crafting>
    <shapeless>
      <item name="enderio:block_inventory_panel" /><item name="dyePink" />
    </shapeless>
    <output name="enderio:block_inventory_panel" nbt='{"enderio:data":{color:6}}' />
  </crafting>
</recipe>

<recipe name="Inventory Panel Coloring gray" required="true">
  <crafting>
    <shapeless>
      <item name="enderio:block_inventory_panel" /><item name="dyeGray" />
    </shapeless>
    <output name="enderio:block_inventory_panel" nbt='{"enderio:data":{color:7}}' />
  </crafting>
</recipe>

<recipe name="Inventory Panel Coloring silver" required="true">
  <crafting>
    <shapeless>
      <item name="enderio:block_inventory_panel" /><item name="dyeLightGray" />
    </shapeless>
```

```xml
      <output name="enderio:block_inventory_panel" nbt='{"enderio:data":{color:8}}' />
    </crafting>
  </recipe>

  <recipe name="Inventory Panel Coloring cyan" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_inventory_panel" /><item name="dyeCyan" />
      </shapeless>
      <output name="enderio:block_inventory_panel" nbt='{"enderio:data":{color:9}}' />
    </crafting>
  </recipe>

  <recipe name="Inventory Panel Coloring purple" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_inventory_panel" /><item name="dyePurple" />
      </shapeless>
      <output name="enderio:block_inventory_panel" nbt='{"enderio:data":{color:10}}'
/>
    </crafting>
  </recipe>

  <recipe name="Inventory Panel Coloring blue" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_inventory_panel" /><item name="dyeBlue" />
      </shapeless>
      <output name="enderio:block_inventory_panel" nbt='{"enderio:data":{color:11}}'
/>
    </crafting>
  </recipe>

  <recipe name="Inventory Panel Coloring brown" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_inventory_panel" /><item name="dyeBrown" />
      </shapeless>
      <output name="enderio:block_inventory_panel" nbt='{"enderio:data":{color:12}}'
/>
    </crafting>
  </recipe>

  <recipe name="Inventory Panel Coloring green" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_inventory_panel" /><item name="dyeGreen" />
      </shapeless>
      <output name="enderio:block_inventory_panel" nbt='{"enderio:data":{color:13}}'
/>
    </crafting>
  </recipe>

  <recipe name="Inventory Panel Coloring red" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_inventory_panel" /><item name="dyeRed" />
      </shapeless>
      <output name="enderio:block_inventory_panel" nbt='{"enderio:data":{color:14}}'
/>
    </crafting>
  </recipe>

  <recipe name="Inventory Panel Coloring black" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_inventory_panel" /><item name="dyeBlack" />
      </shapeless>
```

```xml
        <output name="enderio:block_inventory_panel" nbt='{"enderio:data":{color:15}}'
/>
    </crafting>
  </recipe>

  <recipe name="Inventory Panel Sensor" required="true">
    <crafting>
      <grid size="3x3">
        <item name="ELECTRICAL_STEEL" /><item name="REMOTE_AWARENESS_UPGRADE" /><item
name="ELECTRICAL_STEEL" />
        <item name="REDSTONE_ALLOY" /><item name="CHASSIS" /><item name="
REDSTONE_ALLOY" />
        <item name="ELECTRICAL_STEEL" /><item name="item:minecraft:comparator"/><item
name="ELECTRICAL_STEEL" />
      </grid>
      <output name="enderio:block_inventory_panel_sensor" />
    </crafting>
  </recipe>

  <recipe name="Inventory Chest, Tiny" required="true">
    <crafting>
      <grid size="2x3">
        <item name="chestWood" /><item name="REMOTE_AWARENESS_UPGRADE" />
        <item name="chestWood" /><item name="SIMPLE_CHASSIS" />
        <item name="chestWood" /><item name="CAPACITOR1"/>
      </grid>
      <output name="enderio:block_inventory_chest_tiny" />
    </crafting>
  </recipe>

  <recipe name="Inventory Chest, Small" required="true">
    <crafting upgrade="true">
      <grid size="3x3">
        <item /><item name="SIMPLE_CHASSIPARTS" /><item />
        <item name="SIMPLE_CHASSIPARTS" /><item name="chestWood" /><item name="
SIMPLE_CHASSIPARTS" />
        <item /><item name="enderio:block_inventory_chest_tiny"/><item />
      </grid>
      <output name="enderio:block_inventory_chest_small" />
    </crafting>
  </recipe>

  <recipe name="Inventory Chest, Medium" required="true">
    <crafting upgrade="true">
      <grid size="3x3">
        <item /><item name="SIMPLE_CHASSIPARTS" /><item />
        <item name="SIMPLE_CHASSIPARTS" /><item name="chestWood" /><item name="
SIMPLE_CHASSIPARTS" />
        <item /><item name="enderio:block_inventory_chest_small"/><item />
      </grid>
      <output name="enderio:block_inventory_chest_medium" />
    </crafting>
  </recipe>

  <recipe name="Inventory Chest, Big" required="true">
    <crafting upgrade="true">
      <grid size="2x3">
        <item /><item name="REMOTE_AWARENESS_UPGRADE" />
        <item name="chestWood" /><item name="CHASSIS" />
        <item /><item name="enderio:block_inventory_chest_medium"/>
      </grid>
      <output name="enderio:block_inventory_chest_big" />
    </crafting>
  </recipe>

  <recipe name="Inventory Chest, Large" required="true">
    <crafting upgrade="true">
      <grid size="3x2">
```

```xml
        <item name="CHASSIPARTS" /><item name="CHASSIPARTS" /><item name="CHASSIPARTS"
/>
        <item name="chestWood" /><item name="enderio:block_inventory_chest_big"/><item
name="chestWood" />
      </grid>
      <output name="enderio:block_inventory_chest_large" />
    </crafting>
  </recipe>

  <recipe name="Inventory Chest, Huge" required="true">
    <crafting upgrade="true">
      <grid size="3x2">
        <item name="CHASSIPARTS" /><item name="CHASSIPARTS" /><item name="CHASSIPARTS"
/>
        <item name="chestWood" /><item name="enderio:block_inventory_chest_large"
/><item name="chestWood" />
      </grid>
      <output name="enderio:block_inventory_chest_huge" />
    </crafting>
  </recipe>

  <recipe name="Inventory Chest, Enormous" required="true">
    <crafting upgrade="true">
      <grid size="3x3">
        <item /><item name="REMOTE_AWARENESS_UPGRADE" /><item />
        <item name="chestWood" /><item name="ENHANCED_CHASSIS" /><item name="
chestWood" />
        <item /><item name="enderio:block_inventory_chest_huge"/><item />
      </grid>
      <output name="enderio:block_inventory_chest_enormous" />
    </crafting>
  </recipe>

  <recipe name="Inventory Chest, Warehouse" required="true">
    <crafting upgrade="true">
      <grid size="3x3">
        <item /><item name="ENHANCED_CHASSIPARTS" /><item />
        <item name="ENHANCED_CHASSIPARTS" /><item name="chestWood" /><item name="
ENHANCED_CHASSIPARTS" />
        <item name="chestWood" /><item name="enderio:block_inventory_chest_enormous"
/><item name="chestWood" />
      </grid>
      <output name="enderio:block_inventory_chest_warehouse" />
    </crafting>
  </recipe>

  <recipe name="Inventory Chest, Warehouse 13" required="true">
    <crafting upgrade="true">
      <grid size="3x3">
        <item /><item name="ENHANCED_CHASSIPARTS" /><item />
        <item name="ENHANCED_CHASSIPARTS" /><item name="chestWood" /><item name="
ENHANCED_CHASSIPARTS" />
        <item name="chestWood" /><item name="enderio:block_inventory_chest_warehouse"
/><item name="chestWood" />
      </grid>
      <output name="enderio:block_inventory_chest_warehouse13" />
    </crafting>
  </recipe>

  <recipe name="Inventory Panel Remote" required="true">
    <crafting>
      <grid size="3x3">
        <item/><item/><item name="minecraft:heavy_weighted_pressure_plate, PPP_IRON"
/>
        <item name="minecraft:heavy_weighted_pressure_plate, PPP_IRON" /><item name="
enderio:block_inventory_panel" /><item name="minecraft:heavy_weighted_pressure_plate,
PPP_IRON" />
        <item name="minecraft:heavy_weighted_pressure_plate, PPP_IRON" /><item name="
```

```xml
enderio:block_travel_anchor" /><item name="minecraft:heavy_weighted_pressure_plate,
PPP_IRON" />
      </grid>
      <output name="enderio:item_inventory_remote:0" />
    </crafting>
  </recipe>

  <recipe name="Advanced Inventory Panel Remote" required="true">
    <crafting upgrade="true">
      <grid size="3x3">
        <item/><item/><item name="PPP_DARK_STEEL" />
        <item name="PPP_DARK_STEEL" /><item name="enderio:item_inventory_remote:0"
/><item name="PPP_DARK_STEEL" />
        <item name="PPP_DARK_STEEL" /><item name="enderio:item_travel_staff" /><item
name="PPP_DARK_STEEL" />
      </grid>
      <output name="enderio:item_inventory_remote:1" />
    </crafting>
  </recipe>

  <recipe name="Ender Inventory Panel Remote" required="true">
    <crafting upgrade="true">
      <grid size="3x3">
        <item/><item/><item name="PPP_SOULARIUM" />
        <item name="PPP_SOULARIUM" /><item name="enderio:item_inventory_remote:1"
/><item name="PPP_SOULARIUM" />
        <item name="PPP_SOULARIUM" /><item name="enderio:block_transceiver" /><item
name="PPP_SOULARIUM" />
      </grid>
      <output name="enderio:item_inventory_remote:2" />
    </crafting>
  </recipe>

</enderio:recipes>
```