```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="Compatibility: Glass 2 Glass" required="false">
    <crafting>
      <shapeless>
        <item name="FUSED_GLASS"/>
      </shapeless>
      <output name="minecraft:glass"/>
    </crafting>
  </recipe>

  <recipe name="Compatibility: End Crystal"><disabled/></recipe>

  <recipe name="Compatibility: Beacon"><disabled/></recipe>

  <recipe name="Compatibility: Bottle"><disabled/></recipe>

  <recipe name="Compatibility: Glass Pane" required="false">
    <crafting>
      <grid size="3x2">
        <item name="blockGlassColorless"/><item name="blockGlassColorless"/><item
name="blockGlassColorless"/>
        <item name="blockGlassColorless"/><item name="blockGlassColorless"/><item
name="blockGlassColorless"/>
      </grid>
      <output name="minecraft:glass_pane" amount="16"/>
    </crafting>
  </recipe>

  <recipe name="Compatibility: Daylight Sensor"><disabled/></recipe>

  <recipe name="Binder Composite" required="true">
    <crafting>
      <grid size="3x3">
        <item name="oredict:gravel" /><item name="oredict:itemClay" /><item name="
oredict:gravel" />
        <item name="oredict:sand" /><item name="oredict:gravel" /><item name="oredict:
sand" />
        <item name="oredict:gravel" /><item name="oredict:itemClay" /><item name="
oredict:gravel" />
```

```xml
        </grid>
        <output name="BINDER_COMPOSITE" amount="8" />
      </crafting>
  </recipe>

  <recipe name="Conduit Binder" required="true">
    <smelting exp="0">
      <input name="BINDER_COMPOSITE"/>
      <output name="CONDUIT_BINDER" amount="2" />
    </smelting>
  </recipe>

  <recipe name="Pulsating Crystal" required="true">
    <crafting>
      <grid>
        <item name="PULSATING_IRON_NUGGET"/><item name="PULSATING_IRON_NUGGET"/><item
name="PULSATING_IRON_NUGGET"/>
        <item name="PULSATING_IRON_NUGGET"/><item name="gemDiamond"/><item name="
PULSATING_IRON_NUGGET"/>
        <item name="PULSATING_IRON_NUGGET"/><item name="PULSATING_IRON_NUGGET"/><item
name="PULSATING_IRON_NUGGET"/>
      </grid>
      <output name="PULSATING_CRYSTAL"/>
    </crafting>
  </recipe>

  <recipe name="Pulsating Crystal, casting">
    <casting>
      <input name="PULSATING_IRON_NUGGET" amount="8"/>
      <cast name="gemDiamond" consumed="true"/>
      <output name="PULSATING_CRYSTAL"/>
    </casting>
  </recipe>

  <recipe name="Vibrant Crystal" required="true">
    <crafting>
      <grid>
        <item name="VIBRANT_ALLOY_NUGGET"/><item name="VIBRANT_ALLOY_NUGGET"/><item
name="VIBRANT_ALLOY_NUGGET"/>
        <item name="VIBRANT_ALLOY_NUGGET"/><item name="gemEmerald"/><item name="
VIBRANT_ALLOY_NUGGET"/>
        <item name="VIBRANT_ALLOY_NUGGET"/><item name="VIBRANT_ALLOY_NUGGET"/><item
name="VIBRANT_ALLOY_NUGGET"/>
      </grid>
      <output name="VIBRANT_CRYSTAL"/>
    </crafting>
  </recipe>

  <recipe name="Vibrant Crystal, casting">
    <casting>
      <input name="VIBRANT_ALLOY_NUGGET" amount="8"/>
      <cast name="gemEmerald" consumed="true"/>
      <output name="VIBRANT_CRYSTAL"/>
    </casting>
  </recipe>

  <recipe name="Gear Reverse Casting, 1" required="true">
    <dependency item="tconstruct:cast_custom:4"/>
    <casting>
      <input name="ingotGold" amount="2"/>
      <cast name="GEAR_STONE" consumed="true"/>
      <output name="tconstruct:cast_custom:4"/>
    </casting>
  </recipe>

  <recipe name="Gear Reverse Casting, 2" required="true">
    <dependency item="tconstruct:cast_custom:4"/>
    <casting>
```

```xml
        <input name="ingotGold" amount="2"/>
        <cast name="GEAR_ENERGIZED" consumed="true"/>
        <output name="tconstruct:cast_custom:4"/>
      </casting>
  </recipe>

  <recipe name="Gear Reverse Casting, 3" required="true">
    <dependency item="tconstruct:cast_custom:4"/>
    <casting>
      <input name="ingotGold" amount="2"/>
      <cast name="GEAR_VIBRANT" consumed="true"/>
      <output name="tconstruct:cast_custom:4"/>
    </casting>
  </recipe>

  <recipe name="Dark Iron Bars" required="true">
    <crafting>
      <grid size="3x2">
        <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:block_dark_iron_bars" amount="16"/>
    </crafting>
  </recipe>

  <recipe name="End Iron Bars" required="true">
    <crafting>
      <grid size="3x2">
        <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:block_end_iron_bars" amount="16"/>
    </crafting>
  </recipe>

  <recipe name="Simple Chassis" required="true">
    <crafting>
      <grid>
        <item name="barsIron"/><item name="IRON"/><item name="barsIron"/>
        <item name="IRON"/><item name="POWDER_INFINITY"/><item name="IRON"/>
        <item name="barsIron"/><item name="IRON"/><item name="barsIron"/>
      </grid>
      <output name="SIMPLE_CHASSIS"/>
    </crafting>
  </recipe>

  <recipe name="End Steel Chassis" required="true">
    <crafting>
      <grid>
        <item name="enderio:block_end_iron_bars"/><item name="ingotEndSteel"/><item
name="enderio:block_end_iron_bars"/>
        <item name="ingotEndSteel"/><item name="POWDER_INFINITY"/><item name="
ingotEndSteel"/>
        <item name="enderio:block_end_iron_bars"/><item name="ingotEndSteel"/><item
name="enderio:block_end_iron_bars"/>
      </grid>
      <output name="END_STEEL_CHASSIS"/>
    </crafting>
  </recipe>

  <recipe name="Unsouled Chassis" required="true">
    <crafting>
      <grid>
        <item name="INDUSTRIAL_INSULATION"/><item name="GUARDIAN_DIODE"/><item name="
INDUSTRIAL_INSULATION"/>
        <item name="INDUSTRIAL_INSULATION"/><item name="SOUL_CHASSIS"/><item name="
INDUSTRIAL_INSULATION"/>
        <item name="INDUSTRIAL_INSULATION"/><item name="GUARDIAN_DIODE"/><item name="
```

```xml
INDUSTRIAL_INSULATION"/>
      </grid>
      <output name="UNSOULED_CHASSIS"/>
    </crafting>
  </recipe>

  <recipe name="Machine Dye">
    <crafting>
      <grid>
        <item name="dustLapis"/><item name="POWDER_QUARTZ"/><item name="
ORGANIC_GREEN_DYE"/>
        <item name="POWDER_QUARTZ"/><item name="ORGANIC_BLACK_DYE"/><item name="
POWDER_QUARTZ"/>
        <item name="ORGANIC_GREEN_DYE"/><item name="POWDER_QUARTZ"/><item name="
dustLapis"/>
      </grid>
      <output name="dyeMachine" amount="6"/>
    </crafting>
  </recipe>

  <recipe name="Enhanced Machine Dye">
    <crafting>
      <grid>
        <item name="POWDER_PULSATING"/><item name="POWDER_QUARTZ"/><item name="
POWDER_PULSATING"/>
        <item name="POWDER_QUARTZ"/><item name="ORGANIC_BLACK_DYE"/><item name="
POWDER_QUARTZ"/>
        <item name="POWDER_PULSATING"/><item name="POWDER_QUARTZ"/><item name="
POWDER_PULSATING"/>
      </grid>
      <output name="dyeEnhancedMachine" amount="4"/>
    </crafting>
  </recipe>

  <recipe name="Soul Machine Dye">
    <crafting>
      <grid>
        <item name="dustSoularium"/><item name="POWDER_QUARTZ"/><item name="
ORGANIC_BROWN_DYE"/>
        <item name="POWDER_QUARTZ"/><item name="ORGANIC_BLACK_DYE"/><item name="
POWDER_QUARTZ"/>
        <item name="ORGANIC_BROWN_DYE"/><item name="POWDER_QUARTZ"/><item name="
dustSoularium"/>
      </grid>
      <output name="dyeSoulMachine" amount="6"/>
    </crafting>
  </recipe>

  <recipe name="Gear, Wood" required="true">
    <crafting>
      <grid>
        <item /><item name="stickWood"/><item />
        <item name="stickWood"/><item /><item name="stickWood"/>
        <item /><item name="stickWood"/><item />
      </grid>
      <output name="GEAR_WOOD"/>
    </crafting>
  </recipe>

  <recipe name="Gear, ae2 messes things up" required="true">
    <crafting>
      <grid>
        <item name="stickWood"/><item /><item name="stickWood"/>
        <item /><item /><item />
        <item name="stickWood"/><item /><item name="stickWood"/>
      </grid>
      <output name="GEAR_WOOD"/>
    </crafting>
```

```xml
      </recipe>

      <recipe name="Gear, just to be sure" required="true">
        <crafting>
          <grid size="3x2">
            <item name="stickWood"/><item /><item name="stickWood"/>
            <item name="stickWood"/><item /><item name="stickWood"/>
          </grid>
          <output name="GEAR_WOOD"/>
        </crafting>
      </recipe>

      <recipe name="Gear, better save than sorry" required="true">
        <crafting>
          <grid size="2x3">
            <item name="stickWood"/><item name="stickWood"/>
            <item /><item />
            <item name="stickWood"/><item name="stickWood"/>
          </grid>
          <output name="GEAR_WOOD"/>
        </crafting>
      </recipe>

      <recipe name="Gear, Stone" required="true">
        <crafting>
          <grid>
            <item name="stickWood"/><item name="oredict:cobblestone"/><item name="
stickWood"/>
            <item name="oredict:cobblestone"/><item /><item name="oredict:cobblestone"/>
            <item name="stickWood"/><item name="oredict:cobblestone"/><item name="
stickWood"/>
          </grid>
          <output name="GEAR_STONE"/>
        </crafting>
      </recipe>

      <recipe name="Gear, Stone, Upgrade" required="true">
        <crafting>
          <grid>
            <item /><item name="oredict:cobblestone"/><item />
            <item name="oredict:cobblestone"/><item name="GEAR_WOOD"/><item name="oredict:
cobblestone"/>
            <item /><item name="oredict:cobblestone"/><item />
          </grid>
          <output name="GEAR_STONE"/>
        </crafting>
      </recipe>

      <recipe name="Gear, Stone, Casting">
        <casting>
          <input name="minecraft:cobblestone" amount="4"/>
          <cast name="GEAR_WOOD" consumed="true"/>
          <output name="GEAR_STONE"/>
        </casting>
      </recipe>

      <recipe name="Gear, Iron" required="true">
        <crafting>
          <grid>
            <item name="nuggetIron"/><item name="IRON"/><item name="nuggetIron"/>
            <item name="IRON"/><item name="POWDER_INFINITY"/><item name="IRON"/>
            <item name="nuggetIron"/><item name="IRON"/><item name="nuggetIron"/>
          </grid>
          <output name="GEAR_IRON"/>
        </crafting>
      </recipe>

      <recipe name="Gear, Iron, Casting">
```

```xml
    <casting>
      <input name="nuggetIron" amount="40"/>
      <cast name="POWDER_INFINITY" consumed="true"/>
      <output name="GEAR_IRON"/>
    </casting>
  </recipe>

  <recipe name="Gear, Energized" required="true">
    <crafting>
      <grid>
        <item name="ENERGETIC_ALLOY_NUGGET"/><item name="ENERGETIC_ALLOY_NUGGET"
/><item name="ENERGETIC_ALLOY_NUGGET"/>
        <item name="ENERGETIC_ALLOY_NUGGET"/><item name="GEAR_IRON"/><item name="
ENERGETIC_ALLOY_NUGGET"/>
        <item name="ENERGETIC_ALLOY_NUGGET"/><item name="ENERGETIC_ALLOY_NUGGET"
/><item name="ENERGETIC_ALLOY_NUGGET"/>
      </grid>
      <output name="GEAR_ENERGIZED"/>
    </crafting>
  </recipe>

  <recipe name="Gear, Energized, Casting">
    <casting>
      <input name="ENERGETIC_ALLOY_NUGGET" amount="8"/>
      <cast name="GEAR_IRON" consumed="true"/>
      <output name="GEAR_ENERGIZED"/>
    </casting>
  </recipe>

  <recipe name="Gear, Vibrant" required="true">
    <crafting>
      <grid>
        <item name="VIBRANT_ALLOY_NUGGET"/><item name="VIBRANT_ALLOY_NUGGET"/><item
name="VIBRANT_ALLOY_NUGGET"/>
        <item name="VIBRANT_ALLOY_NUGGET"/><item name="GEAR_IRON"/><item name="
VIBRANT_ALLOY_NUGGET"/>
        <item name="VIBRANT_ALLOY_NUGGET"/><item name="VIBRANT_ALLOY_NUGGET"/><item
name="VIBRANT_ALLOY_NUGGET"/>
      </grid>
      <output name="GEAR_VIBRANT"/>
    </crafting>
  </recipe>

  <recipe name="Gear, Vibrant, Casting">
    <casting>
      <input name="VIBRANT_ALLOY_NUGGET" amount="8"/>
      <cast name="GEAR_IRON" consumed="true"/>
      <output name="GEAR_VIBRANT"/>
    </casting>
  </recipe>

  <recipe name="Gear, Dark" required="true">
    <crafting>
      <grid>
        <item name="DARK_STEEL_NUGGET"/><item name="DARK_STEEL_NUGGET"/><item name="
DARK_STEEL_NUGGET"/>
        <item name="DARK_STEEL_NUGGET"/><item name="GEAR_IRON"/><item name="
DARK_STEEL_NUGGET"/>
        <item name="DARK_STEEL_NUGGET"/><item name="DARK_STEEL_NUGGET"/><item name="
DARK_STEEL_NUGGET"/>
      </grid>
      <output name="GEAR_DARKSTEEL"/>
    </crafting>
  </recipe>

  <recipe name="Gear, Dark, Casting">
    <casting>
      <input name="DARK_STEEL_NUGGET" amount="8"/>
```

```xml
          <cast name="GEAR_IRON" consumed="true"/>
          <output name="GEAR_DARKSTEEL"/>
        </casting>
    </recipe>

    <alias name="CAPACITOR_METAL" item="ingotCopper">
      <dependency item="ingotCopper" reverse="false"/>
    </alias>
    <alias name="CAPACITOR_METAL" item="dustRedstone">
      <dependency item="ingotCopper" reverse="true"/>
    </alias>

    <recipe name="Capacitor 1" required="true">
      <crafting>
        <grid>
          <item /><item name="nuggetGold"/><item name="POWDER_INFINITY"/>
          <item name="nuggetGold"/><item name="CAPACITOR_METAL"/><item name="nuggetGold"
/>
          <item name="POWDER_INFINITY"/><item name="nuggetGold"/><item />
        </grid>
        <output name="enderio:item_basic_capacitor:0"/>
      </crafting>
    </recipe>

    <recipe name="Capacitor 2" required="true">
      <crafting>
        <grid>
          <item /><item name="ENERGETIC_ALLOY"/><item />
          <item name="enderio:item_basic_capacitor:0"/><item name="dustCoal"/><item
name="enderio:item_basic_capacitor:0"/>
          <item /><item name="ENERGETIC_ALLOY"/><item />
        </grid>
        <output name="enderio:item_basic_capacitor:1"/>
      </crafting>
    </recipe>

    <recipe name="Capacitor 3" required="true">
      <crafting>
        <grid>
          <item /><item name="VIBRANT_ALLOY"/><item />
          <item name="enderio:item_basic_capacitor:1"/><item name="oredict:glowstone"
/><item name="enderio:item_basic_capacitor:1"/>
          <item /><item name="VIBRANT_ALLOY"/><item />
        </grid>
        <output name="enderio:item_basic_capacitor:2"/>
      </crafting>
    </recipe>

    <recipe name="Weather Crystal" required="true">
      <crafting>
        <grid>
          <item /><item name="PULSATING_CRYSTAL"/><item />
          <item name="VIBRANT_CRYSTAL"/><item name="ENDER_CRYSTAL"/><item name="
VIBRANT_CRYSTAL"/>
          <item /><item name="PULSATING_CRYSTAL"/><item />
        </grid>
        <output name="WEATHER_CRYSTAL"/>
      </crafting>
    </recipe>

    <recipe name="Reinforced Obsidian" required="true">
      <crafting>
        <grid>
          <item name="POWDER_INFINITY"/><item name="enderio:block_dark_iron_bars"/><item
name="POWDER_INFINITY"/>
          <item name="enderio:block_dark_iron_bars"/><item name="oredict:obsidian"
/><item name="enderio:block_dark_iron_bars"/>
          <item name="POWDER_INFINITY"/><item name="enderio:block_dark_iron_bars"/><item
```

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

    <alias name="INSULATION_METAL" item="dustTin">
      <dependency item="dustTin" reverse="false"/>
    </alias>
    <alias name="INSULATION_METAL" item="dustIron">
      <dependency item="dustTin" reverse="true"/>
    </alias>

  <recipe name="Dark Steel Anvil" required="true">
      <crafting>
        <grid>
          <item name="DARK_STEEL_BLOCK"/><item name="DARK_STEEL_BLOCK"/><item name="
DARK_STEEL_BLOCK"/>
          <item/><item name="DARK_STEEL"/><item/>
          <item name="DARK_STEEL"/><item name="DARK_STEEL"/><item name="DARK_STEEL"/>
        </grid>
        <output name="enderio:block_dark_steel_anvil"/>
      </crafting>
    </recipe>

    <recipe name="Dark Paper Anvil" required="true">
      <crafting>
        <grid>
          <item name="paperBlack"/><item name="paperBlack"/><item name="paperBlack"/>
          <item/><item name="paperBlack"/><item/>
          <item name="paperBlack"/><item name="paperBlack"/><item name="paperBlack"/>
        </grid>
        <output name="enderio:block_dark_paper_anvil"/>
      </crafting>
    </recipe>

    <recipe name="Dark Steel Ladder" required="true">
      <crafting>
        <grid size="1x3">
          <item name="enderio:block_dark_iron_bars"/>
          <item name="enderio:block_dark_iron_bars"/>
          <item name="enderio:block_dark_iron_bars"/>
        </grid>
        <output name="enderio:block_dark_steel_ladder" amount="12"/>
      </crafting>
    </recipe>

    <recipe name="Dark Steel Trap Door" required="true">
      <crafting>
        <grid size="2x2">
          <item name="DARK_STEEL"/><item name="DARK_STEEL"/>
          <item name="DARK_STEEL"/><item name="DARK_STEEL"/>
        </grid>
        <output name="enderio:block_dark_steel_trapdoor" amount="1"/>
      </crafting>
    </recipe>

    <recipe name="Dark Steel Door" required="true">
      <crafting>
        <grid size="2x3">
          <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="item:enderio:block_dark_steel_door" amount="3"/>
      </crafting>
    </recipe>
```

```xml
  <recipe name="Bread" required="true">
    <smelting exp="0.35">
      <input name="FLOUR"/>
      <output name="minecraft:bread" amount="1"/>
    </smelting>
  </recipe>

  <recipe name="Enderios" required="true">
    <crafting>
      <shapeless>
        <item name="minecraft:bowl"/><item name="minecraft:milk_bucket"/><item name="cropWheat"/><item name="nuggetEnderpearl"/>
      </shapeless>
      <output name="enderio:item_ender_food:0"/>
    </crafting>
  </recipe>

  <recipe name="Copper" required="false">
    <smelting>
      <input name="dustCopper"/>
      <output name="ingotCopper"/>
    </smelting>
  </recipe>

  <recipe name="Tin" required="false">
    <smelting>
      <input name="dustTin"/>
      <output name="ingotTin"/>
    </smelting>
  </recipe>

  <recipe name="Ardite" required="false">
    <smelting>
      <input name="dustArdite"/>
      <output name="ingotArdite"/>
    </smelting>
  </recipe>

  <recipe name="Cobalt" required="false">
    <smelting>
      <input name="dustCobalt"/>
      <output name="ingotCobalt"/>
    </smelting>
  </recipe>

  <recipe name="Obsidian Smelting" required="false">
    <smelting vanilla="false" tinkers="true">
      <!-- Note: With Dark Steel Balls, one obsidian block will sagmill to 6 powders,
so we need to make them smelt that way to avoid duping. -->
      <input name="POWDER_OBSIDIAN" amount="6"/>
      <output name="item:obsidian"/>
    </smelting>
  </recipe>

  <recipe name="Chassis Parts" required="true">
    <crafting>
      <grid size="3x3">
        <item name="IRON"/><item name="IRON"/><item name="IRON"/>
        <item name="IRON"/><item name="CHASSIS"/><item name="IRON"/>
        <item name="IRON"/><item name="IRON"/><item name="IRON"/>
      </grid>
      <output name="CHASSIPARTS" amount="16"/>
    </crafting>
  </recipe>

  <recipe name="Simple Chassis Parts" required="true">
    <crafting>
      <grid size="3x3">
```

```xml
          <item name="IRON"/><item name="IRON"/><item name="IRON"/>
          <item name="IRON"/><item name="SIMPLE_CHASSIS"/><item name="IRON"/>
          <item name="IRON"/><item name="IRON"/><item name="IRON"/>
        </grid>
        <output name="SIMPLE_CHASSIPARTS" amount="16"/>
      </crafting>
  </recipe>

  <recipe name="Enhanced Chassis Parts" required="true">
    <crafting>
      <grid size="3x3">
        <item name="IRON"/><item name="IRON"/><item name="IRON"/>
        <item name="IRON"/><item name="ENHANCED_CHASSIS"/><item name="IRON"/>
        <item name="IRON"/><item name="IRON"/><item name="IRON"/>
      </grid>
      <output name="ENHANCED_CHASSIPARTS" amount="16"/>
    </crafting>
  </recipe>

  <recipe name="Deco Block 1/0" required="true">
    <crafting>
      <grid size="3x3">
        <item /><item name="CHASSIPARTS"/><item />
        <item name="CHASSIPARTS"/><item /><item name="CHASSIPARTS"/>
        <item /><item name="CHASSIPARTS"/><item />
      </grid>
      <output name="enderio:block_decoration1:0" amount="1"/>
    </crafting>
  </recipe>

  <recipe name="Deco Block 1/1 a" required="true">
    <crafting>
      <grid size="3x3">
        <item /><item name="ingotIron"/><item />
        <item name="ingotIron"/><item name="enderio:block_decoration1:0"/><item name="
ingotIron"/>
        <item /><item name="ingotIron"/><item />
      </grid>
      <output name="enderio:block_decoration1:1" amount="1"/>
    </crafting>
  </recipe>

  <recipe name="Deco Block 1/1 b" required="true">
    <crafting>
      <grid size="3x3">
        <item name="CHASSIPARTS"/><item name="ingotIron"/><item name="CHASSIPARTS"/>
        <item name="ingotIron"/><item /><item name="ingotIron"/>
        <item name="CHASSIPARTS"/><item name="ingotIron"/><item name="CHASSIPARTS"/>
      </grid>
      <output name="enderio:block_decoration1:1" amount="1"/>
    </crafting>
  </recipe>

  <recipe name="Deco Block 1/1 c" required="true">
    <crafting>
      <grid size="3x3">
        <item name="ingotIron"/><item name="CHASSIPARTS"/><item name="ingotIron"/>
        <item name="CHASSIPARTS"/><item /><item name="CHASSIPARTS"/>
        <item name="ingotIron"/><item name="CHASSIPARTS"/><item name="ingotIron"/>
      </grid>
      <output name="enderio:block_decoration1:1" amount="1"/>
    </crafting>
  </recipe>

  <recipe name="Deco Block 1/1 d" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_decoration1:6"/>
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      </shapeless>
      <output name="enderio:block_decoration1:1" amount="1"/>
    </crafting>
  </recipe>

  <recipe name="Deco Block 1/2" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_decoration1:1"/>
      </shapeless>
      <output name="enderio:block_decoration1:2" amount="1"/>
    </crafting>
  </recipe>

  <recipe name="Deco Block 1/3" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_decoration1:2"/>
      </shapeless>
      <output name="enderio:block_decoration1:3" amount="1"/>
    </crafting>
  </recipe>

  <recipe name="Deco Block 1/4" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_decoration1:3"/>
      </shapeless>
      <output name="enderio:block_decoration1:4" amount="1"/>
    </crafting>
  </recipe>

  <recipe name="Deco Block 1/5" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_decoration1:4"/>
      </shapeless>
      <output name="enderio:block_decoration1:5" amount="1"/>
    </crafting>
  </recipe>

  <recipe name="Deco Block 1/6" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_decoration1:5"/>
      </shapeless>
      <output name="enderio:block_decoration1:6" amount="1"/>
    </crafting>
  </recipe>

  <recipe name="Deco Block 1/7 a" required="true">
    <crafting>
      <grid size="3x3">
        <item /><item name="SOULARIUM"/><item />
        <item name="SOULARIUM"/><item name="enderio:block_decoration1:0"/><item name="
SOULARIUM"/>
        <item /><item name="SOULARIUM"/><item />
      </grid>
      <output name="enderio:block_decoration1:7" amount="1"/>
    </crafting>
  </recipe>

  <recipe name="Deco Block 1/7 b" required="true">
    <crafting>
      <grid size="3x3">
        <item name="CHASSIPARTS"/><item name="SOULARIUM"/><item name="CHASSIPARTS"/>
        <item name="SOULARIUM"/><item /><item name="SOULARIUM"/>
        <item name="CHASSIPARTS"/><item name="SOULARIUM"/><item name="CHASSIPARTS"/>
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      </grid>
      <output name="enderio:block_decoration1:7" amount="1"/>
    </crafting>
</recipe>

<recipe name="Deco Block 1/7 c" required="true">
   <crafting>
     <grid size="3x3">
       <item name="SOULARIUM"/><item name="CHASSIPARTS"/><item name="SOULARIUM"/>
       <item name="CHASSIPARTS"/><item /><item name="CHASSIPARTS"/>
       <item name="SOULARIUM"/><item name="CHASSIPARTS"/><item name="SOULARIUM"/>
     </grid>
     <output name="enderio:block_decoration1:7" amount="1"/>
   </crafting>
</recipe>

<recipe name="Deco Block 1/7 d" required="true">
   <crafting>
     <shapeless>
       <item name="enderio:block_decoration1:12"/>
     </shapeless>
     <output name="enderio:block_decoration1:7" amount="1"/>
   </crafting>
</recipe>

<recipe name="Deco Block 1/8" required="true">
   <crafting>
     <shapeless>
       <item name="enderio:block_decoration1:7"/>
     </shapeless>
     <output name="enderio:block_decoration1:8" amount="1"/>
   </crafting>
</recipe>

<recipe name="Deco Block 1/9" required="true">
   <crafting>
     <shapeless>
       <item name="enderio:block_decoration1:8"/>
     </shapeless>
     <output name="enderio:block_decoration1:9" amount="1"/>
   </crafting>
</recipe>

<recipe name="Deco Block 1/10" required="true">
   <crafting>
     <shapeless>
       <item name="enderio:block_decoration1:9"/>
     </shapeless>
     <output name="enderio:block_decoration1:10" amount="1"/>
   </crafting>
</recipe>

<recipe name="Deco Block 1/11" required="true">
   <crafting>
     <shapeless>
       <item name="enderio:block_decoration1:10"/>
     </shapeless>
     <output name="enderio:block_decoration1:11" amount="1"/>
   </crafting>
</recipe>

<recipe name="Deco Block 1/12" required="true">
   <crafting>
     <shapeless>
       <item name="enderio:block_decoration1:11"/>
     </shapeless>
     <output name="enderio:block_decoration1:12" amount="1"/>
   </crafting>
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      </recipe>

      <recipe name="Deco Block 1/13" required="true">
        <crafting>
          <shapeless>
            <item name="enderio:block_decoration1:1"/><item name="oredict:dyeRed"/>
          </shapeless>
          <output name="enderio:block_decoration1:13" amount="1"/>
        </crafting>
      </recipe>

      <recipe name="Deco Block 1/1 f" required="true">
        <crafting>
          <shapeless>
            <item name="enderio:block_decoration1:13"/><item name="minecraft:water_bucket"
/>
          </shapeless>
          <output name="enderio:block_decoration1:1" amount="1"/>
        </crafting>
      </recipe>

      <recipe name="Deco Block 1/14 a" required="true">
        <crafting>
          <grid size="3x3">
            <item /><item name="barsIron"/><item />
            <item name="barsIron"/><item name="enderio:block_decoration1:0"/><item name="
barsIron"/>
            <item /><item name="barsIron"/><item />
          </grid>
          <output name="enderio:block_decoration1:14" amount="1"/>
        </crafting>
      </recipe>

      <recipe name="Deco Block 1/14 b" required="true">
        <crafting>
          <grid size="3x3">
            <item name="CHASSIPARTS"/><item name="barsIron"/><item name="CHASSIPARTS"/>
            <item name="barsIron"/><item /><item name="barsIron"/>
            <item name="CHASSIPARTS"/><item name="barsIron"/><item name="CHASSIPARTS"/>
          </grid>
          <output name="enderio:block_decoration1:14" amount="1"/>
        </crafting>
      </recipe>

      <recipe name="Deco Block 1/14 c" required="true">
        <crafting>
          <grid size="3x3">
            <item name="barsIron"/><item name="CHASSIPARTS"/><item name="barsIron"/>
            <item name="CHASSIPARTS"/><item /><item name="CHASSIPARTS"/>
            <item name="barsIron"/><item name="CHASSIPARTS"/><item name="barsIron"/>
          </grid>
          <output name="enderio:block_decoration1:14" amount="1"/>
        </crafting>
      </recipe>

      <recipe name="Deco Block 1/15 a" required="true">
        <crafting>
          <grid size="3x3">
            <item /><item name="FUSED_GLASS"/><item />
            <item name="FUSED_GLASS"/><item name="enderio:block_decoration1:0"/><item
name="FUSED_GLASS"/>
            <item /><item name="FUSED_GLASS"/><item />
          </grid>
          <output name="enderio:block_decoration1:15" amount="1"/>
        </crafting>
      </recipe>

      <recipe name="Deco Block 1/15 b" required="true">
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      <crafting>
        <grid size="3x3">
          <item name="CHASSIPARTS"/><item name="FUSED_GLASS"/><item name="CHASSIPARTS"/>
          <item name="FUSED_GLASS"/><item /><item name="FUSED_GLASS"/>
          <item name="CHASSIPARTS"/><item name="FUSED_GLASS"/><item name="CHASSIPARTS"/>
        </grid>
        <output name="enderio:block_decoration1:15" amount="1"/>
      </crafting>
    </recipe>

    <recipe name="Deco Block 1/15 c" required="true">
      <crafting>
        <grid size="3x3">
          <item name="FUSED_GLASS"/><item name="CHASSIPARTS"/><item name="FUSED_GLASS"/>
          <item name="CHASSIPARTS"/><item /><item name="CHASSIPARTS"/>
          <item name="FUSED_GLASS"/><item name="CHASSIPARTS"/><item name="FUSED_GLASS"/>
        </grid>
        <output name="enderio:block_decoration1:15" amount="1"/>
      </crafting>
    </recipe>

    <recipe name="Deco Block 2/0" required="true">
      <crafting>
        <shapeless>
          <item name="enderio:block_decoration1:1"/><item name="minecraft:furnace"
/><item name="minecraft:furnace"/>
        </shapeless>
        <output name="enderio:block_decoration2:0" amount="1"/>
      </crafting>
    </recipe>

    <recipe name="Deco Block 2/1" required="true">
      <crafting>
        <shapeless>
          <item name="enderio:block_decoration1:1"/><item name="chestWood"/>
        </shapeless>
        <output name="enderio:block_decoration2:1" amount="1"/>
      </crafting>
    </recipe>

    <recipe name="Deco Block 2/2" required="true">
      <crafting>
        <shapeless>
          <item name="enderio:block_decoration1:1"/><item name="CHASSIS"/>
        </shapeless>
        <output name="enderio:block_decoration2:2" amount="1"/>
      </crafting>
    </recipe>

    <recipe name="Deco Block 2/3" required="true">
      <crafting>
        <shapeless>
          <item name="enderio:block_decoration2:1"/><item name="enderio:
block_decoration2:2"/>
        </shapeless>
        <output name="enderio:block_decoration2:3" amount="2"/>
      </crafting>
    </recipe>

    <recipe name="Deco Block 2/4" required="true">
      <crafting>
        <shapeless>
          <item name="enderio:block_decoration2:3"/><item name="netherStar"/>
        </shapeless>
        <output name="enderio:block_decoration2:4" amount="1"/>
      </crafting>
    </recipe>
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    <recipe name="Deco Block 2/5" required="true">
      <crafting>
        <shapeless>
          <item name="enderio:block_decoration1:1"/><item name="workbench"/>
        </shapeless>
        <output name="enderio:block_decoration2:5" amount="1"/>
      </crafting>
    </recipe>

    <recipe name="Deco Block 2/6" required="true">
      <crafting>
        <shapeless>
          <item name="enderio:block_decoration1:1"/><item name="gemDiamond"/>
        </shapeless>
        <output name="enderio:block_decoration2:6" amount="1"/>
      </crafting>
    </recipe>

    <recipe name="Deco Block 2/7" required="true">
      <crafting>
        <shapeless>
          <item name="enderio:block_decoration1:1"/><item name="POWDER_INFINITY"/>
        </shapeless>
        <output name="enderio:block_decoration2:7" amount="1"/>
      </crafting>
    </recipe>

    <recipe name="Deco Block 2/8" required="true">
      <crafting>
        <shapeless>
          <item name="enderio:block_decoration1:1"/><item name="itemFlint"/><item name="
itemFlint"/>
        </shapeless>
        <output name="enderio:block_decoration2:8" amount="1"/>
      </crafting>
    </recipe>

    <recipe name="Deco Block 2/9" required="true">
      <crafting>
        <shapeless>
          <item name="enderio:block_decoration1:7"/><item name="minecraft:iron_axe"/>
        </shapeless>
        <output name="enderio:block_decoration2:9" amount="1"/>
      </crafting>
    </recipe>

    <recipe name="Deco Block 2/10" required="true">
      <crafting>
        <shapeless>
          <item name="enderio:block_decoration1:1"/><item name="GEAR_ENERGIZED"/>
        </shapeless>
        <output name="enderio:block_decoration2:10" amount="1"/>
      </crafting>
    </recipe>

    <recipe name="Deco Block 2/11" required="true">
      <crafting>
        <shapeless>
          <item name="enderio:block_decoration1:15"/><item name="barsIron"/>
        </shapeless>
        <output name="enderio:block_decoration2:11" amount="1"/>
      </crafting>
    </recipe>

    <recipe name="Deco Block 2/12" required="true">
      <crafting>
        <shapeless>
          <item name="enderio:block_decoration1:15"/><item name="enderio:
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block_dark_iron_bars"/>
      </shapeless>
      <output name="enderio:block_decoration2:12" amount="1"/>
    </crafting>
  </recipe>

  <recipe name="Deco Block 2/13" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_decoration1:1"/><item name="CONDUIT_BINDER"/>
      </shapeless>
      <output name="enderio:block_decoration2:13" amount="1"/>
    </crafting>
  </recipe>

  <recipe name="Deco Block 2/14" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_decoration1:1"/><item name="ingotIron"/>
      </shapeless>
      <output name="enderio:block_decoration2:14" amount="1"/>
    </crafting>
  </recipe>

  <recipe name="Deco Block 2/15" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_decoration1:1"/><item name="CAPACITOR1"/><item name="
CAPACITOR1"/>
      </shapeless>
      <output name="enderio:block_decoration2:15" amount="1"/>
    </crafting>
  </recipe>

  <recipe name="Deco Block 3/0" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_decoration1:1"/><item name="minecraft:bucket"/>
      </shapeless>
      <output name="enderio:block_decoration3:0" amount="1"/>
    </crafting>
  </recipe>

  <recipe name="Deco Block 3/1" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_decoration1:1"/><item name="minecraft:furnace"/>
      </shapeless>
      <output name="enderio:block_decoration3:1" amount="1"/>
    </crafting>
  </recipe>

  <recipe name="Deco Block 3/2" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_decoration1:1"/><item name="GEAR_IRON"/>
      </shapeless>
      <output name="enderio:block_decoration3:2" amount="1"/>
    </crafting>
  </recipe>

  <recipe name="Deco Block 3/3" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block_decoration1:1"/><item name="CAPACITOR1"/>
      </shapeless>
      <output name="enderio:block_decoration3:3" amount="1"/>
    </crafting>
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      </recipe>

      <recipe name="Deco Block 3/4" required="true">
        <crafting>
          <shapeless>
            <item name="enderio:block_decoration1:1"/><item name="itemFlint"/>
          </shapeless>
          <output name="enderio:block_decoration3:4" amount="1"/>
        </crafting>
      </recipe>

      <recipe name="Confusion Charge" required="true">
        <crafting>
          <grid size="3x3">
            <item name="itemConfusingDust"/><item name="oredict:sand"/><item name="
itemConfusingDust"/>
            <item name="oredict:sand"/><item name="gunpowder"/><item name="oredict:sand"/>
            <item name="itemConfusingDust"/><item name="oredict:sand"/><item name="
itemConfusingDust"/>
          </grid>
          <output name="enderio:block_confusion_charge" amount="1"/>
        </crafting>
      </recipe>

      <recipe name="Concussion Charge" required="true">
        <crafting>
          <grid size="3x3">
            <item name="itemEnderFragment"/><item name="itemEnderFragment"/><item name="
itemEnderFragment"/>
            <item name="oredict:sand"/><item name="gunpowder"/><item name="oredict:sand"/>
            <item name="itemConfusingDust"/><item name="itemConfusingDust"/><item name="
itemConfusingDust"/>
          </grid>
          <output name="enderio:block_concussion_charge" amount="1"/>
        </crafting>
      </recipe>

      <recipe name="Ender Charge" required="true">
        <crafting>
          <grid size="3x3">
            <item name="itemEnderFragment"/><item name="oredict:sand"/><item name="
itemEnderFragment"/>
            <item name="oredict:sand"/><item name="gunpowder"/><item name="oredict:sand"/>
            <item name="itemEnderFragment"/><item name="oredict:sand"/><item name="
itemEnderFragment"/>
          </grid>
          <output name="enderio:block_ender_charge" amount="1"/>
        </crafting>
      </recipe>

      <recipe name="Ender Defragmentation" required="true">
        <crafting>
          <grid size="3x3">
            <item /><item name="itemEnderFragment"/><item />
            <item name="itemEnderFragment"/><item name="itemEnderFragment"/><item name="
itemEnderFragment"/>
            <item /><item name="itemEnderFragment"/><item />
          </grid>
          <output name="oredict:enderpearl" amount="1"/>
        </crafting>
      </recipe>

      <recipe name="Awareness Upgrade" required="true">
        <crafting>
          <grid size="3x3">
            <item name="CONDUIT_BINDER" /><item name="SILICON" /><item name="
CONDUIT_BINDER" />
            <item name="SILICON" /><item name="pearlEnderEye" /><item name="SILICON" />
```

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        <item name="CONDUIT_BINDER" /><item name="ELECTRICAL_STEEL" /><item name="
CONDUIT_BINDER" />
      </grid>
      <output name="REMOTE_AWARENESS_UPGRADE" amount="3" />
    </crafting>
  </recipe>

  <recipe name="Wireless Energy Transmitter Dish Assembly" required="true">
    <crafting>
      <grid>
        <item name="dyeWhite"/><item name="ELECTRICAL_STEEL"/><item />
        <item /><item name="dyeWhite"/><item name="ELECTRICAL_STEEL"/>
        <item name="dyeWhite"/><item name="ELECTRICAL_STEEL"/><item />
      </grid>
      <output name="itemWirelessDish"/>
    </crafting>
  </recipe>

  <recipe name="Infinity Rod" required="true">
    <crafting>
      <grid>
        <item /><item name="DARK_STEEL_NUGGET"/><item name="POWDER_INFINITY"/>
        <item name="DARK_STEEL_NUGGET"/><item name="stickWood"/><item name="
DARK_STEEL_NUGGET"/>
        <item name="POWDER_INFINITY"/><item name="DARK_STEEL_NUGGET"/><item />
      </grid>
      <output name="itemInfinityRod"/>
    </crafting>
  </recipe>

  <recipe name="Infinity Dust Block 1" required="true">
    <crafting>
      <grid>
        <item name="dustBedrock"/><item name="dustBedrock"/><item name="dustBedrock"/>
        <item name="dustBedrock"/><item name="dustBedrock"/><item name="dustBedrock"/>
        <item name="dustBedrock"/><item name="dustBedrock"/><item name="dustBedrock"/>
      </grid>
      <output name="compressed1xDustBedrock"/>
    </crafting>
  </recipe>

  <recipe name="Infinity Dust Block 1, Uncrafting" required="true">
    <crafting>
      <shapeless><item name="compressed1xDustBedrock"/></shapeless>
      <output name="dustBedrock" amount="9"/>
    </crafting>
  </recipe>

  <recipe name="Infinity Dust Block 1, Sagmilling" required="true">
    <sagmilling energy="10000" bonus="chance_only">
      <input name="compressed1xDustBedrock"/>
      <output name="dustBedrock" amount="9"/>
      <output name="enderio:block_infinity_fog" amount="1" chance="0.05"/>
    </sagmilling>
  </recipe>

  <recipe name="Infinity Dust Block 2" required="true">
    <crafting>
      <grid>
        <item name="compressed1xDustBedrock"/><item name="compressed1xDustBedrock"
/><item name="compressed1xDustBedrock"/>
        <item name="compressed1xDustBedrock"/><item name="compressed1xDustBedrock"
/><item name="compressed1xDustBedrock"/>
        <item name="compressed1xDustBedrock"/><item name="compressed1xDustBedrock"
/><item name="compressed1xDustBedrock"/>
      </grid>
      <output name="compressed2xDustBedrock"/>
    </crafting>
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    </recipe>

    <recipe name="Infinity Dust Block 2, Uncrafting" required="true">
      <crafting>
        <shapeless><item name="compressed2xDustBedrock"/></shapeless>
        <output name="compressed1xDustBedrock" amount="9"/>
      </crafting>
    </recipe>

    <recipe name="Infinity Dust Block 2, Sagmilling" required="true">
      <sagmilling energy="20000" bonus="chance_only">
        <input name="compressed2xDustBedrock"/>
        <output name="compressed1xDustBedrock" amount="9"/>
        <output name="dustBedrock" amount="1" chance="0.05"/>
        <output name="enderio:block_infinity_fog" amount="1" chance="0.1"/>
      </sagmilling>
    </recipe>

    <recipe name="Infinity Dust Block 3" required="true">
      <crafting>
        <grid>
          <item name="compressed2xDustBedrock"/><item name="compressed2xDustBedrock"
/><item name="compressed2xDustBedrock"/>
          <item name="compressed2xDustBedrock"/><item name="compressed2xDustBedrock"
/><item name="compressed2xDustBedrock"/>
          <item name="compressed2xDustBedrock"/><item name="compressed2xDustBedrock"
/><item name="compressed2xDustBedrock"/>
        </grid>
        <output name="compressed3xDustBedrock"/>
      </crafting>
    </recipe>

    <recipe name="Infinity Dust Block 3, Uncrafting" required="true">
      <crafting>
        <shapeless><item name="compressed3xDustBedrock"/></shapeless>
        <output name="compressed2xDustBedrock" amount="9"/>
      </crafting>
    </recipe>

    <recipe name="Infinity Dust Block 3, Sagmilling" required="true">
      <sagmilling energy="30000" bonus="chance_only">
        <input name="compressed3xDustBedrock"/>
        <output name="compressed2xDustBedrock" amount="9"/>
        <output name="compressed1xDustBedrock" amount="1" chance="0.05"/>
        <output name="dustBedrock" amount="1" chance="0.1"/>
        <output name="enderio:block_infinity_fog" amount="1" chance="0.2"/>
      </sagmilling>
    </recipe>

    <recipe name="Holy Dust, Batman" required="true">
      <sagmilling energy="5000">
        <input name="itemClayedGlowstone"/>
        <!-- Note: The "old" holy fog is still around. It has a much smaller area and
doesn't use a TE to store its data.
                  You can switch this recipe if you run into performance issues with
the new one. -->
<!--    <output name="enderio:block_holy_fog" amount="2" chance="0.8"/> -->
        <output name="enderio:block_holier_fog" amount="1" chance="0.8"/>
        <output name="dustGlowstone" chance="0.1"/>
        <output name="oredict:itemClay" chance="0.1"/>
      </sagmilling>
    </recipe>

    <recipe name="Black Paper" required="true">
      <crafting>
        <shapeless>
          <item name="oredict:paper"/><item name="dyeBlack"/>
        </shapeless>
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      <output name="paperBlack" />
    </crafting>
  </recipe>

</enderio:recipes>
```