```
<?xml version="1.0" encoding="UTF-8"?>
<enderio:recipes xmlns:enderio="http://enderio.com/recipes" xmlns:xsi="http://www.w3.</pre>
org/2001/XMLSchema-instance" xsi:schemaLocation="http://enderio.com/recipes recipes.
xsd ">
<!--
These are the built-in recipes. You cannot change this file, it is a
reference for you only and will be generated every time the game starts.
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.xxd file. An
XML editor will display that as tooltips when editing this file.
  <recipe name="Simple Stirling Generator" required="true">
    <crafting>
      <grid size="3x3">
        <item name="minecraft:stonebrick:0" /><item name="minecraft:furnace" /><item</pre>
name="minecraft:stonebrick:0" />
        <item name="minecraft:stonebrick:0" /><item name="SIMPLE_CHASSIS"/><item name="</pre>
minecraft:stonebrick:0" />
        <item name="GEAR_IRON" /><item name="minecraft:piston" /><item name="</pre>
GEAR_IRON" />
      </arid>
      <output name="enderio:block_simple_stirling_generator" />
  </recipe>
  <recipe name="Stirling Generator" required="true">
    <crafting>
      <grid size="3x3">
        <item name="minecraft:stonebrick:0" /><item name="minecraft:furnace" /><item</pre>
name="minecraft:stonebrick:0" />
        <item name="ingotDarkSteel" /><item name="CHASSIS" /><item name="</pre>
ingotDarkSteel" />
        <item name="GEAR_DARKSTEEL" /><item name="minecraft:piston" /><item name="</pre>
GEAR_DARKSTEEL" />
      <output name="enderio:block_stirling_generator" />
    </crafting>
  </recipe>
  <recipe name="Stirling Generator, Upgrade" required="true">
    <crafting upgrade="true">
      <qrid size="3x2">
        <item name="ingotDarkSteel" /><item name="enderio:</pre>
block_simple_stirling_generator" /><item name="ingotDarkSteel" />
        <item name="GEAR_DARKSTEEL" /><item name="CHASSIS" /><item name="</pre>
GEAR DARKSTEEL" />
      <output name="enderio:block_stirling_generator" />
    </crafting>
```

```
</recipe>
  <recipe name="Combustion Generator" required="true">
    <crafting>
      <grid size="3x3">
        <item name="ingotDarkSteel" /><item name="ELECTRICAL STEEL" /><item name="</pre>
ingotDarkSteel" />
        <item name="enderio:block tank:0" /><item name="CHASSIS" /><item name="enderio:</pre>
block_tank:0" />
        <item name="GEAR_DARKSTEEL" /><item name="minecraft:piston" /><item name="</pre>
GEAR DARKSTEEL" />
      </grid>
      <output name="enderio:block_combustion_generator" />
  </recipe>
  <recipe name="Enhanced Combustion Generator" required="true">
    <crafting>
      <grid size="3x3">
        <item name="ingotEndSteel" /><item name="ELECTRICAL_STEEL" /><item name="</pre>
ingotEndSteel" />
        <item name="enderio:block_tank:1" /><item name="ENHANCED_CHASSIS" /><item</pre>
name="enderio:block_tank:1" />
        <item name="GEAR_VIBRANT" /><item name="minecraft:piston" /><item name="</pre>
GEAR_VIBRANT" />
      </grid>
      <output name="enderio:block_enhanced_combustion_generator" />
  </recipe>
  <recipe name="Enhanced Combustion Generator, Upgrade" required="true">
    <crafting upgrade="true">
      <qrid size="3x3">
        <item name="ingotEndSteel" /><item name="enderio:block_combustion_generator"</pre>
/><item name="ingotEndSteel" />
        <item name="enderio:block_tank:1" /><item name="ENHANCED_CHASSIS" /><item</pre>
name="enderio:block_tank:1" />
        <item name="GEAR_VIBRANT" /><item /><item name="GEAR_VIBRANT" />
      <output name="enderio:block enhanced combustion generator" />
    </crafting>
  </recipe>
  <recipe name="Zombie Generator" required="true">
    <crafting>
      <qrid size="3x3">
        <item name="ELECTRICAL_STEEL" /><item name="ELECTRICAL_STEEL" /><item name="</pre>
ELECTRICAL STEEL" />
        <item name="FUSED_QUARTZ" /><item name="ZOMBIE_ELECTRODE" /><item name="</pre>
FUSED_QUARTZ" />
        <item name="FUSED_QUARTZ" /><item name="FUSED_QUARTZ" /><item name="</pre>
FUSED_QUARTZ" />
      <output name="enderio:block_zombie_generator" />
    </crafting>
  </recipe>
  <recipe name="Killer Joe" required="true">
    <crafting>
      <grid size="3x3">
        <item name="DARK_STEEL" /><item name="DARK_STEEL" /><item name="DARK_STEEL" />
        <item name="FUSED_QUARTZ" /><item name="FRANKEN_ZOMBIE" /><item name="</pre>
FUSED_QUARTZ" />
        <item name="FUSED_QUARTZ" /><item name="FUSED_QUARTZ" /><item name="</pre>
FUSED_QUARTZ" />
      </grid>
      <output name="enderio:block_killer_joe" />
    </crafting>
```

```
</recipe>
  <recipe name="Frank'n'Zombie Generator" required="true">
    <crafting>
      <grid size="3x3">
        <item name="SOULARIUM" /><item name="SOULARIUM" /><item name="SOULARIUM" />
        <item name="FUSED QUARTZ" /><item name="FRANKEN ZOMBIE" /><item name="</pre>
FUSED QUARTZ" />
        <item name="FUSED QUARTZ" /><item name="FUSED QUARTZ" /><item name="</pre>
FUSED_QUARTZ" />
      <output name="enderio:block_franken_zombie_generator" />
    </crafting>
  </recipe>
  <recipe name="Ender Generator" required="true">
    <crafting>
      <grid size="3x3">
        <item name="END_STEEL" /><item name="END_STEEL" /><item name="END_STEEL" />
        <item name="FUSED_QUARTZ" /><item name="ENDER_RESONATOR" /><item name="</pre>
        <item name="FUSED_QUARTZ" /><item name="FUSED_QUARTZ" /><item name="</pre>
FUSED_QUARTZ" />
      </grid>
      <output name="enderio:block_ender_generator" />
  </recipe>
  <recipe name="Wired Charger" required="true">
    <crafting>
      <grid size="3x3">
        <item name="ELECTRICAL_STEEL" /><item name="ELECTRICAL_STEEL" /><item name="</pre>
ELECTRICAL_STEEL" />
        <item name="ELECTRICAL_STEEL" /><item name="CHASSIS" /><item name="</pre>
ELECTRICAL_STEEL" />
        <item name="ELECTRICAL_STEEL" /><item name="ELECTRICAL_STEEL" /><item name="</pre>
ELECTRICAL STEEL" />
      </arid>
      <output name="enderio:block_wired_charger" />
    </crafting>
  </recipe>
  <recipe name="Wired Charger, Upgrade" required="true">
    <crafting upgrade="true">
      <qrid size="3x3">
        <item name="ELECTRICAL STEEL" /><item name="ELECTRICAL STEEL" />
        <item /><item name="CHASSIS" /><item />
        <item name="ELECTRICAL_STEEL" /><item name="enderio:</pre>
block_simple_wired_charger" /><item name="ELECTRICAL_STEEL" />
      </grid>
      <output name="enderio:block_wired_charger" />
    </crafting>
  </recipe>
  <recipe name="Simple Wired Charger" required="true">
    <crafting>
      <grid size="3x3">
        <item name="oredict:cobblestone" /><item name="ELECTRICAL_STEEL" /><item name="</pre>
oredict:cobblestone" />
        <item name="ELECTRICAL_STEEL" /><item name="SIMPLE_CHASSIS" /><item name="</pre>
ELECTRICAL_STEEL" />
        <item name="oredict:cobblestone" /><item name="ELECTRICAL_STEEL" /><item name="</pre>
oredict:cobblestone" />
      </grid>
      <output name="enderio:block_simple_wired_charger" />
    </crafting>
  </recipe>
```

```
<recipe name="Enhanced Wired Charger" required="true">
    <crafting>
      <qrid size="3x3">
        <item name="ELECTRICAL STEEL" /><item name="END STEEL" /><item name="</pre>
ELECTRICAL STEEL" />
        <item name="ELECTRICAL STEEL" /><item name="ENHANCED CHASSIS" /><item name="</pre>
ELECTRICAL STEEL" />
        <item name="GEAR VIBRANT" /><item name="ELECTRICAL STEEL" /><item name="</pre>
GEAR VIBRANT" />
      </grid>
      <output name="enderio:block_enhanced_wired_charger" />
  </recipe>
  <recipe name="Enhanced Wired Charger, Upgrade" required="true">
    <crafting upgrade="true">
      <qrid size="3x3">
        <item /><item name="END_STEEL" /><item />
        <item /><item name="ENHANCED_CHASSIS" /><item />
        <item name="GEAR_VIBRANT" /><item name="enderio:block_wired_charger" /><item</pre>
name="GEAR VIBRANT" />
      </grid>
      <output name="enderio:block_enhanced_wired_charger" />
  </recipe>
  <recipe name="Wireless Charger" required="true">
    <crafting>
      <grid size="3x3">
        <item name="ELECTRICAL_STEEL" /><item name="ELECTRICAL_STEEL" /><item name="</pre>
ELECTRICAL_STEEL" />
        <item name="ELECTRICAL_STEEL" /><item name="ENDER_RESONATOR" /><item name="</pre>
ELECTRICAL_STEEL" />
        <item name="ELECTRICAL_STEEL" /><item name="CAPACITOR1" /><item name="</pre>
ELECTRICAL STEEL" />
      </arid>
      <output name="enderio:block_wireless_charger" />
  </recipe>
  <recipe name="Wireless Charger (Antenna)" required="true">
    <crafting>
      <qrid size="3x3">
        <item name="itemWirelessDish" /><item name="ENDER RESONATOR" /><item name="</pre>
itemWirelessDish" />
        <item name="itemWirelessDish" /><item name="CHASSIS" /><item name="</pre>
itemWirelessDish" />
        <item /><item name="CAPACITOR2" /><item />
      <output name="enderio:block_normal_wireless_charger" />
    </crafting>
  </recipe>
  <recipe name="Wireless Charger (Antenna), Upgrade" required="true">
    <crafting upgrade="true">
      <grid size="3x3">
        <item name="itemWirelessDish" /><item name="enderio:block_wireless_charger"</pre>
/><item name="itemWirelessDish" />
        <item name="itemWirelessDish" /><item name="CHASSIS" /><item name="</pre>
itemWirelessDish" />
        <item /><item name="CAPACITOR2" /><item />
      <output name="enderio:block_normal_wireless_charger" />
    </crafting>
  </recipe>
  <recipe name="Wireless Charger (Antenna, enhanced)" required="true">
    <crafting>
```

```
<qrid size="3x3">
        <item name="itemWirelessDish" /><item name="ENDER RESONATOR" /><item name="</pre>
itemWirelessDish" />
        <item name="itemWirelessDish" /><item name="ENHANCED CHASSIS" /><item name="</pre>
itemWirelessDish" />
        <item /><item name="CAPACITOR3" /><item />
      <output name="enderio:block enhanced wireless charger" />
    </crafting>
  </recipe>
  <recipe name="Wireless Charger (Antenna, enhanced), Upgrade 1" required="true">
    <crafting upgrade="true">
      <qrid size="3x3">
        <item name="itemWirelessDish" /><item name="enderio:block_wireless_charger"</pre>
/><item name="itemWirelessDish" />
        <item name="itemWirelessDish" /><item name="ENHANCED_CHASSIS" /><item name="</pre>
itemWirelessDish" />
        <item /><item name="CAPACITOR3" /><item />
      <output name="enderio:block_enhanced_wireless_charger" />
  </recipe>
  <recipe name="Wireless Charger (Antenna, enhanced), Upgrade 2" required="true">
    <crafting upgrade="true">
      <qrid size="3x3">
        <item /><item name="enderio:block_normal_wireless_charger" /><item />
        <item /><item name="ENHANCED_CHASSIS" /><item />
        <item /><item name="CAPACITOR3" /><item />
      <output name="enderio:block_enhanced_wireless_charger" />
    </crafting>
  </recipe>
  <recipe name="Wireless Charger (Antenna, extension" required="true">
    <crafting>
      <qrid size="3x3">
        <item /><item name="itemWirelessDish" /><item />
        <item name="itemWirelessDish" /><item name="END STEEL" /><item name="</pre>
itemWirelessDish" />
        <item /><item name="itemWirelessDish" /><item />
      <output name="enderio:block_wireless_charger_extension" />
    </crafting>
  </recipe>
  <recipe name="Powered Spawner" required="true">
    <crafting>
      <grid size="3x3">
        <item name="ELECTRICAL_STEEL" /><item name="itemSkull" /><item name="</pre>
ELECTRICAL_STEEL" />
        <item name="ELECTRICAL_STEEL" /><item name="SOUL_CHASSIS" /><item name="</pre>
ELECTRICAL_STEEL" />
        <item name="VIBRANT_CRYSTAL" /><item name="ZOMBIE_CONTROLLER" /><item name="</pre>
VIBRANT_CRYSTAL" />
      <output name="enderio:block_powered_spawner" />
    </crafting>
  </recipe>
  <recipe name="Reservoir" required="true">
    <crafting>
      <grid size="3x3">
        <item name="blockGlassHardened" /><item name="FUSED_QUARTZ" /><item name="</pre>
blockGlassHardened" />
        <item name="blockGlassHardened" /><item name="item:minecraft:cauldron" /><item</pre>
name="blockGlassHardened" />
```

```
<item name="blockGlassHardened" /><item name="FUSED QUARTZ" /><item name="</pre>
blockGlassHardened" />
      </arid>
      <output name="enderio:block reservoir" amount="4" />
    </crafting>
  </recipe>
  <recipe name="Omni Reservoir" required="true">
    <crafting>
      <grid size="3x3">
        <item name="blockGlass" /><item name="FUSED_QUARTZ" /><item name="blockGlass"</pre>
/>
        <item name="blockGlass" /><item name="item:minecraft:cauldron" /><item name="</pre>
blockGlass" />
        <item name="blockGlass" /><item name="FUSED_QUARTZ" /><item name="blockGlass"</pre>
/>
      <output name="enderio:block_omni_reservoir" amount="4" />
    </crafting>
  </recipe>
  <recipe name="Tank" required="true">
    <crafting>
      <grid size="3x3">
        <item name="IRON" /><item name="barsIron" /><item name="IRON" />
        <item name="barsIron" /><item name="blockGlass" /><item name="barsIron" />
        <item name="IRON" /><item name="barsIron" /><item name="IRON" />
      <output name="enderio:block_tank:0" />
    </crafting>
  </recipe>
  <recipe name="Tank 2" required="true">
    <crafting>
      <qrid size="3x3">
        <item name="DARK_STEEL" /><item name="enderio:block_dark_iron_bars" /><item</pre>
name="DARK_STEEL" />
        <item name="enderio:block_dark_iron_bars" /><item name="blockGlassHardened"</pre>
/><item name="enderio:block_dark_iron_bars" />
        <item name="DARK_STEEL" /><item name="enderio:block_dark_iron_bars" /><item</pre>
name="DARK_STEEL" />
      </grid>
      <output name="enderio:block_tank:1" />
    </crafting>
  </recipe>
  <recipe name="Simple Alloy Smelter" required="true">
    <crafting>
      <qrid size="3x3">
        <item name="IRON" /><item name="IRON" /><item name="IRON" />
        <item name="minecraft:furnace" /><item name="SIMPLE_CHASSIS"/><item name="</pre>
minecraft:furnace" />
        <item name="GEAR_STONE" /><item name="item:minecraft:bucket" /><item name="</pre>
GEAR_STONE" />
      <output name="enderio:block_simple_alloy_smelter" />
    </crafting>
  </recipe>
  <recipe name="Simple Furnace" required="true">
    <crafting>
      <grid size="3x3">
        <item name="IRON" /><item name="minecraft:furnace" /><item name="IRON" />
        <item name="minecraft:stonebrick:0" /><item name="SIMPLE_CHASSIS"/><item name="</pre>
minecraft:stonebrick:0" />
        <item name="GEAR_STONE" /><item name="item:minecraft:bucket" /><item name="</pre>
GEAR_STONE " />
      </grid>
```

```
<output name="enderio:block simple furnace" />
    </crafting>
  </recipe>
  <recipe name="Alloy Smelter" required="true">
    <crafting>
      <grid size="3x3">
        <item name="ingotDarkSteel" /><item name="minecraft:furnace" /><item name="</pre>
ingotDarkSteel" />
        <item name="minecraft:furnace" /><item name="CHASSIS" /><item name="minecraft:</pre>
furnace" />
        <item name="GEAR_DARKSTEEL" /><item name="item:minecraft:cauldron" /><item</pre>
name="GEAR_DARKSTEEL" />
      </grid>
      <output name="enderio:block_alloy_smelter" />
  </recipe>
  <recipe name="Alloy Smelter, Upgrade" required="true">
    <crafting upgrade="true">
      <qrid size="3x3">
        <item name="ingotDarkSteel" /><item /><item name="ingotDarkSteel" />
        <item name="enderio:block_simple_alloy_smelter" /><item name="CHASSIS" /><item</pre>
name="enderio:block_simple_furnace" />
        <item name="GEAR_DARKSTEEL" /><item /><item name="GEAR_DARKSTEEL" />
      <output name="enderio:block_alloy_smelter" />
    </crafting>
  </recipe>
  <recipe name="Enhanced Alloy Smelter" required="true">
    <crafting>
      <qrid size="3x3">
        <item name="ingotEndSteel" /><item name="minecraft:furnace" /><item name="</pre>
ingotEndSteel" />
        <item name="minecraft:furnace" /><item name="ENHANCED_CHASSIS" /><item name="</pre>
minecraft:furnace" />
        <item name="GEAR_VIBRANT" /><item name="item:minecraft:cauldron" /><item name="</pre>
GEAR_VIBRANT" />
      </grid>
      <output name="enderio:block enhanced alloy smelter" />
    </crafting>
  </recipe>
  <recipe name="Enhanced Alloy Smelter, Upgrade" required="true">
    <crafting upgrade="true">
      <qrid size="3x2">
        <item name="ingotEndSteel" /><item name="enderio:block_alloy_smelter" /><item</pre>
name="ingotEndSteel" />
        <item name="GEAR_VIBRANT" /><item name="ENHANCED_CHASSIS" /><item name="</pre>
GEAR_VIBRANT" />
      </grid>
      <output name="enderio:block_enhanced_alloy_smelter" />
  </recipe>
  <recipe name="The Vat" required="true">
    <crafting>
      <grid size="3x3">
        <item name="ELECTRICAL_STEEL" /><item name="item:minecraft:cauldron" /><item</pre>
name="ELECTRICAL_STEEL" />
        <item name="enderio:block_tank:0" /><item name="CHASSIS" /><item name="enderio:</pre>
block_tank:0" />
        <item name="ingotDarkSteel" /><item name="minecraft:furnace" /><item name="</pre>
ingotDarkSteel" />
      </grid>
      <output name="enderio:block_vat" />
    </crafting>
```

```
</recipe>
  <recipe name="The Enhanced Vat" required="true">
    <crafting>
      <grid size="3x3">
        <item name="ELECTRICAL STEEL" /><item name="item:minecraft:cauldron" /><item</pre>
name="ELECTRICAL STEEL" />
        <item name="enderio:block tank:1" /><item name="ENHANCED CHASSIS" /><item</pre>
name="enderio:block_tank:1" />
        <item name="ingotEndSteel" /><item name="minecraft:furnace" /><item name="</pre>
ingotEndSteel" />
      </grid>
      <output name="enderio:block_enhanced_vat" />
  </recipe>
  <recipe name="The Enhanced Vat, Upgrade" required="true">
    <crafting upgrade="true">
      <grid size="3x2">
        <item name="ingotEndSteel" /><item name="enderio:block_vat" /><item name="</pre>
ingotEndSteel" />
        <item name="enderio:block_tank:1" /><item name="ENHANCED_CHASSIS" /><item</pre>
name="enderio:block_tank:1" />
      <output name="enderio:block_enhanced_vat" />
  </recipe>
  <recipe name="Painter" required="true">
    <crafting>
      <grid size="3x3">
        <item name="gemQuartz" /><item name="gemDiamond" /><item name="gemQuartz" />
        <item name="GEAR_IRON" /><item name="CHASSIS" /><item name="GEAR_IRON" />
        <item name="ELECTRICAL_STEEL" /><item name="ELECTRICAL_STEEL" /><item name="</pre>
ELECTRICAL STEEL" />
      </grid>
      <output name="enderio:block_painter" />
  </recipe>
  <recipe name="Farming Station" required="true">
    <crafting>
      <qrid size="3x3">
        <item name="VIBRANT_CRYSTAL" /><item name="ZOMBIE_CONTROLLER" /><item name="</pre>
VIBRANT_CRYSTAL" />
        <item name="SOULARIUM" /><item name="SOUL CHASSIS" /><item name="SOULARIUM" />
        <item name="GEAR_ENERGIZED" /><item name="PULSATING_CRYSTAL" /><item name="</pre>
GEAR ENERGIZED" />
      <output name="enderio:block_farm_station" />
    </crafting>
  </recipe>
  <recipe name="Transceiver" required="true">
    <crafting>
      <grid size="3x3">
        <item name="ELECTRICAL_STEEL" /><item name="ENDER_RESONATOR" /><item name="</pre>
ELECTRICAL_STEEL" />
        <item name="FUSED_QUARTZ" /><item name="ENDER_CRYSTAL" /><item name="</pre>
FUSED_QUARTZ" />
        <item name="ELECTRICAL_STEEL" /><item name="CAPACITOR3" /><item name="</pre>
ELECTRICAL_STEEL" />
      <output name="enderio:block_transceiver" />
    </crafting>
  </recipe>
  <recipe name="Solar Panel 1" required="true">
```

```
<crafting>
      <grid size="3x3">
        <item name="ELECTRICAL STEEL" /><item name="FUSED GLASS" /><item name="</pre>
ELECTRICAL STEEL" />
        <item name="itemPlatePhotovoltaic" /><item name="itemPlatePhotovoltaic"</pre>
/><item name="itemPlatePhotovoltaic" />
        <item name="POWDER INFINITY" /><item name="GEAR IRON" /><item name="</pre>
POWDER INFINITY" />
      </grid>
      <output name="SOLAR_1" />
    </crafting>
  </recipe>
  <recipe name="Solar Panel 2" required="true">
    <crafting>
      <grid size="3x3">
        <item name="ENERGETIC_ALLOY" /><item name="FUSED_QUARTZ" /><item name="</pre>
ENERGETIC_ALLOY" />
        <item name="itemPlatePhotovoltaic" /><item name="itemPlatePhotovoltaic"</pre>
/><item name="itemPlatePhotovoltaic" />
        <item name="CAPACITOR1" /><item name="minecraft:daylight_detector" /><item</pre>
name="CAPACITOR1" />
      </arid>
      <output name="SOLAR_2" />
    </crafting>
  </recipe>
  <recipe name="Solar Panel 2, Upgrade" required="true">
    <crafting>
      <grid size="3x3">
        <item name="ENERGETIC_ALLOY" /><item name="FUSED_QUARTZ" /><item name="</pre>
ENERGETIC_ALLOY" />
        <item /><item name="SOLAR 1" /><item />
        <item name="CAPACITOR1" /><item name="minecraft:daylight_detector" /><item</pre>
name="CAPACITOR1" />
      </grid>
      <output name="SOLAR_2" />
    </crafting>
  </recipe>
  <recipe name="Solar Panel 3" required="true">
    <crafting>
      <grid size="3x3">
        <item name="PULSATING_IRON" /><item name="ENLIGHTED_QUARTZ" /><item name="</pre>
PULSATING_IRON" />
        <item name="itemPlatePhotovoltaic" /><item name="itemPlatePhotovoltaic"</pre>
/><item name="itemPlatePhotovoltaic" />
        <item name="CAPACITOR2" /><item name="minecraft:daylight_detector" /><item</pre>
name="CAPACITOR2" />
      </grid>
      <output name="SOLAR_3" />
    </crafting>
  </recipe>
  <recipe name="Solar Panel 3, Upgrade" required="true">
    <crafting>
      <grid size="3x3">
        <item name="PULSATING_IRON" /><item name="ENLIGHTED_QUARTZ" /><item name="</pre>
PULSATING_IRON" />
        <item name="ENERGETIC_ALLOY" /><item name="dustCoal" /><item name="</pre>
ENERGETIC_ALLOY" />
        <item name="CAPACITOR1" /><item name="SOLAR_2" /><item name="CAPACITOR1" />
      <output name="SOLAR_3" />
    </crafting>
  </recipe>
  <recipe name="Solar Panel 4" required="true">
```

```
<crafting>
      <qrid size="3x3">
        <item name="VIBRANT ALLOY" /><item name="DARK QUARTZ" /><item name="</pre>
VIBRANT ALLOY" />
        <item name="itemPlatePhotovoltaic" /><item name="itemPlatePhotovoltaic"</pre>
/><item name="itemPlatePhotovoltaic" />
        <item name="CAPACITOR3" /><item name="minecraft:daylight detector" /><item</pre>
name="CAPACITOR3" />
      </grid>
      <output name="SOLAR_4" />
    </crafting>
  </recipe>
  <recipe name="Solar Panel 4, Upgrade" required="true">
    <crafting>
      <grid size="3x3">
        <item name="VIBRANT_ALLOY" /><item name="DARK_QUARTZ" /><item name="</pre>
VIBRANT_ALLOY" />
        <item name="VIBRANT_ALLOY" /><item name="oredict:glowstone" /><item name="</pre>
VIBRANT_ALLOY" />
        <item name="CAPACITOR2" /><item name="SOLAR_3" /><item name="CAPACITOR2" />
      <output name="SOLAR_4" />
    </crafting>
  </recipe>
  <recipe name="Enchanter" required="true">
    <crafting>
      <qrid size="3x3">
        <item name="gemDiamond" /><item name="minecraft:book" /><item name="</pre>
gemDiamond" />
        <item name="DARK_STEEL" /><item name="DARK_STEEL" /><item name="DARK_STEEL" />
        <item /><item name="DARK_STEEL" /><item />
      <output name="enderio:block_enchanter" />
    </crafting>
  </recipe>
  <recipe name="Vacuum Chest" required="true">
    <crafting>
      <qrid size="3x3">
        <item name="IRON" /><item name="IRON" /><item name="IRON" />
        <item name="IRON" /><item name="chestWood" /><item name="IRON" />
        <item name="IRON" /><item name="PULSATING_CRYSTAL" /><item name="IRON" />
      <output name="enderio:block_vacuum_chest" />
    </crafting>
  </recipe>
  <recipe name="XP Vacuum" required="true">
    <crafting>
      <grid size="3x3">
        <item name="IRON" /><item name="IRON" /><item name="IRON" />
        <item name="IRON" /><item name="enderio:item_xp_transfer" /><item name="IRON"</pre>
/>
        <item name="IRON" /><item name="PULSATING_CRYSTAL" /><item name="IRON" />
      <output name="enderio:block_xp_vacuum" />
    </crafting>
  </recipe>
  <recipe name="Soul Binder" required="true">
    <crafting>
      <grid size="3x3">
        <item name="SOULARIUM" /><item name="HEAD_ENDERMAN" /><item name="SOULARIUM" />
        <item name="HEAD_ZOMBIE" /><item name="SOUL_CHASSIS" /><item name="</pre>
HEAD_CREEPER" />
        <item name="SOULARIUM" /><item name="HEAD_SKELETON" /><item name="SOULARIUM" />
```

```
<output name="enderio:block soul binder" />
    </crafting>
  </recipe>
  <recipe name="Attractor Obelisk" required="true">
    <crafting>
      <qrid size="3x3">
        <item /><item name="ATTRACTOR CRYSTAL" /><item />
        <item name="ENERGETIC_ALLOY" /><item name="GEAR_WOOD" /><item name="</pre>
ENERGETIC ALLOY" />
        <item name="SOULARIUM" /><item name="SOUL_CHASSIS" /><item name="SOULARIUM" />
      <output name="enderio:block_attractor_obelisk" />
    </crafting>
  </recipe>
  <recipe name="Aversion Obelisk" required="true">
    <crafting>
      <grid size="3x3">
        <item /><item name="HEAD_ENDERMAN_TORMENTED" /><item />
        <item name="ENERGETIC_ALLOY" /><item name="GEAR_ENERGIZED" /><item name="</pre>
ENERGETIC ALLOY" />
        <item name="SOULARIUM" /><item name="SOUL_CHASSIS" /><item name="SOULARIUM" />
      <output name="enderio:block_aversion_obelisk" />
    </crafting>
  </recipe>
  <recipe name="Relocator Obelisk" required="true">
    <crafting>
      <grid size="3x3">
        <item /><item name="blockPrismarine" /><item />
        <item name="blockPrismarine" /><item name="enderio:block_aversion_obelisk"</pre>
/><item name="blockPrismarine" />
        <item /><item name="GEAR_VIBRANT" /><item />
      <output name="enderio:block_relocator_obelisk" />
    </crafting>
  </recipe>
  <recipe name="Inhibitor Obelisk" required="true">
    <crafting>
      <qrid size="3x3">
        <item /><item name="ENDER CRYSTAL" /><item />
        <item name="ENERGETIC_ALLOY" /><item name="GEAR_IRON" /><item name="</pre>
ENERGETIC ALLOY" />
        <item name="SOULARIUM" /><item name="SOUL_CHASSIS" /><item name="SOULARIUM" />
      <output name="enderio:block_inhibitor_obelisk" />
    </crafting>
  </recipe>
  <recipe name="Experience Obelisk" required="true">
    <crafting>
      <grid size="3x3">
        <item /><item name="enderio:item_xp_transfer" /><item />
        <item name="ENERGETIC_ALLOY" /><item name="enderio:block_tank:0" /><item name="</pre>
ENERGETIC_ALLOY" />
        <item name="SOULARIUM" /><item name="SOUL_CHASSIS" /><item name="SOULARIUM" />
      <output name="enderio:block_experience_obelisk" />
    </crafting>
  </recipe>
  <recipe name="Weather Obelisk" required="true">
    <crafting>
      <grid size="3x3">
```

```
<item /><item name="WEATHER CRYSTAL" /><item />
        <item name="ENERGETIC ALLOY" /><item name="CAPACITOR3" /><item name="</pre>
ENERGETIC ALLOY" />
        <item name="SOULARIUM" /><item name="SOUL CHASSIS" /><item name="SOULARIUM" />
      <output name="enderio:block weather obelisk" />
    </crafting>
  </recipe>
  <recipe name="Light, basic" required="true">
    <crafting>
      <grid size="3x2">
        <item name="blockGlass" /><item name="blockGlass" /><item name="blockGlass" />
        <item name="IRON" /><item name="oredict:glowstone" /><item name="IRON" />
      <output name="LIGHT_BASIC" />
    </crafting>
  </recipe>
  <recipe name="Light, basic (un-invert)" required="true">
    <crafting>
      <shapeless>
        <item name="LIGHT_BASIC_INV" />
        <item name="minecraft:redstone_torch" />
      </shapeless>
      <output name="LIGHT_BASIC" />
    </crafting>
  </recipe>
  <recipe name="Light, basic, inverted (invert)" required="true">
    <crafting>
      <shapeless>
        <item name="LIGHT BASIC" />
        <item name="minecraft:redstone_torch" />
      </shapeless>
      <output name="LIGHT_BASIC_INV" />
    </crafting>
  </recipe>
  <recipe name="Light, electric" required="true">
    <crafting>
      <qrid size="3x3">
        <item name="FUSED_QUARTZ" /><item name="FUSED_QUARTZ" /><item name="</pre>
FUSED QUARTZ" />
        <item name="SILICON" /><item name="dustGlowstone" /><item name="SILICON" />
        <item name="SILICON" /><item name="CAPACITOR1" /><item name="SILICON" />
      <output name="LIGHT_ELECTRIC" />
    </crafting>
  </recipe>
  <recipe name="Light, electric (un-invert)" required="true">
    <crafting>
      <shapeless>
        <item name="LIGHT_ELECTRIC_INV" />
        <item name="minecraft:redstone_torch" />
      </shapeless>
      <output name="LIGHT_ELECTRIC" />
    </crafting>
  </recipe>
  <recipe name="Light, electric inverted (invert)" required="true">
    <crafting>
      <shapeless>
        <item name="LIGHT_ELECTRIC" />
        <item name="minecraft:redstone_torch" />
      </shapeless>
      <output name="LIGHT_ELECTRIC_INV" />
```

```
</crafting>
  </recipe>
  <recipe name="Light, wireless (upgrade)" required="true">
    <crafting>
      <shapeless>
        <item name="LIGHT ELECTRIC" />
        <item name="ENDER RESONATOR" />
      </shapeless>
      <output name="LIGHT_WIRELESS" />
    </crafting>
  </recipe>
  <recipe name="Light, wireless (un-invert)" required="true">
    <crafting>
      <shapeless>
        <item name="LIGHT_WIRELESS_INV" />
        <item name="minecraft:redstone_torch" />
      </shapeless>
      <output name="LIGHT_WIRELESS" />
    </crafting>
  </recipe>
  <recipe name="Light, wireless, inverted (upgrade)" required="true">
    <crafting>
      <shapeless>
        <item name="LIGHT_ELECTRIC_INV" />
        <item name="ENDER_RESONATOR" />
      </shapeless>
      <output name="LIGHT_WIRELESS_INV" />
    </crafting>
  </recipe>
  <recipe name="Light, wireless, inverted (invert)" required="true">
    <crafting>
      <shapeless>
        <item name="LIGHT WIRELESS" />
        <item name="minecraft:redstone_torch" />
      </shapeless>
      <output name="LIGHT_WIRELESS_INV" />
    </crafting>
  </recipe>
  <recipe name="Slice'N'Splice" required="true">
    <crafting>
      <qrid size="3x3">
        <item name="SOULARIUM" /><item name="itemSkull" /><item name="SOULARIUM" />
        <item name="SOULARIUM" /><item name="SOUL_CHASSIS" /><item name="SOULARIUM" />
        <item name="GEAR_ENERGIZED" /><item name="barsIron" /><item name="</pre>
GEAR_ENERGIZED" />
      <output name="enderio:block_slice_and_splice" />
    </crafting>
  </recipe>
  <recipe name="Slice'N'Splice (Dark Bars)" required="true">
    <crafting>
      <grid size="3x3">
        <item name="SOULARIUM" /><item name="itemSkull" /><item name="SOULARIUM" />
        <item name="SOULARIUM" /><item name="SOUL_CHASSIS" /><item name="SOULARIUM" />
        <item name="GEAR_ENERGIZED" /><item name="enderio:block_dark_iron_bars"</pre>
/><item name="GEAR_ENERGIZED" />
      <output name="enderio:block_slice_and_splice" />
    </crafting>
  </recipe>
<!-- <recipe name="Slice'N'Splice, mirrored" required="true">
    <crafting>
```

```
<qrid size="3x3">
        <item name="SOULARIUM" /><item name="itemSkull" /><item name="SOULARIUM" />
        <item name="minecraft:shears" /><item name="SOUL CHASSIS" /><item name="</pre>
minecraft:iron axe" />
        <item name="SOULARIUM" /><item name="SOULARIUM" /><item name="SOULARIUM" />
      <output name="enderio:block slice and splice" />
    </crafting>
  </recipe> -->
  <recipe name="Item Buffer" required="true">
    <crafting>
      <qrid size="3x3">
        <item name="IRON" /><item name="ELECTRICAL_STEEL" /><item name="IRON" />
        <item name="ELECTRICAL_STEEL" /><item name="chestWood" /><item name="</pre>
ELECTRICAL_STEEL" />
        <item name="IRON" /><item name="ELECTRICAL_STEEL" /><item name="IRON" />
      <output name="enderio:block_buffer:0" />
    </crafting>
  </recipe>
  <recipe name="Power Buffer" required="true">
    <crafting>
      <qrid size="3x3">
        <item name="IRON" /><item name="ELECTRICAL_STEEL" /><item name="IRON" />
        <item name="ELECTRICAL_STEEL" /><item name="CHASSIS" /><item name="</pre>
ELECTRICAL_STEEL" />
        <item name="IRON" /><item name="ELECTRICAL_STEEL" /><item name="IRON" />
      </grid>
      <output name="enderio:block_buffer:1" />
    </crafting>
  </recipe>
  <recipe name="Omni Buffer" required="true">
    <crafting>
      <shapeless>
        <item name="enderio:block buffer:0" />
        <item name="enderio:block_buffer:1" />
      </shapeless>
      <output name="enderio:block_buffer:2" />
    </crafting>
  </recipe>
  <recipe name="Travel Anchor" required="true">
    <crafting>
      <qrid size="3x3">
        <item name="IRON" /><item name="CONDUIT_BINDER" /><item name="IRON" />
        <item name="CONDUIT_BINDER" /><item name="PULSATING_CRYSTAL" /><item name="</pre>
CONDUIT_BINDER" />
        <item name="IRON" /><item name="CONDUIT_BINDER" /><item name="IRON" />
      </grid>
      <output name="enderio:block_travel_anchor" />
    </crafting>
  </recipe>
  <recipe name="TelePad" required="true">
    <crafting>
      <grid size="3x3">
        <item name="FUSED_QUARTZ" /><item name="VIBRANT_ALLOY" /><item name="</pre>
FUSED_QUARTZ" />
        <item name="DARK_STEEL" /><item name="enderio:block_travel_anchor" /><item</pre>
name="DARK_STEEL" />
        <item name="DARK_STEEL" /><item name="CAPACITOR1" /><item name="DARK_STEEL" />
      <output name="enderio:block_tele_pad" />
    </crafting>
  </recipe>
```

```
<recipe name="DialingDevice" required="true">
    <crafting>
      <qrid size="3x3">
        <item/><item name="ELECTRICAL STEEL" /><item/>
        <item/><item name="ENDER RESONATOR" /><item/>
        <item name="DARK STEEL" /><item name="CAPACITOR3" /><item name="DARK STEEL" />
      <output name="enderio:block dialing device" />
    </crafting>
  </recipe>
  <recipe name="ImpulseHopper" required="true">
    <crafting>
      <grid size="3x3">
        <item name="ELECTRICAL_STEEL"/><item name="minecraft:hopper" /><item name="</pre>
ELECTRICAL STEEL"/>
        <item name="GEAR_ENERGIZED"/><item name="CHASSIS" /><item name="GEAR_ENERGIZED"</pre>
        <item name="ELECTRICAL_STEEL" /><item name="REDSTONE_ALLOY" /><item name="</pre>
ELECTRICAL STEEL" />
      </grid>
      <output name="enderio:block_impulse_hopper" />
  </recipe>
  <recipe name="Crafter" required="true">
    <crafting>
      <qrid size="3x3">
        <item name="itemSilicon"/><item name="itemSilicon"/><item name="itemSilicon"/>
        <item name="IRON"/><item name="CHASSIS" /><item name="IRON"/>
        <item name="GEAR_IRON" /><item name="oredict:workbench" /><item name="</pre>
GEAR IRON" />
      </grid>
      <output name="enderio:block_crafter" />
    </crafting>
  </recipe>
  <recipe name="SimpleCrafter" required="true">
    <crafting>
      <qrid size="3x3">
        <item name="itemSilicon"/><item name="itemSilicon"/><item name="itemSilicon"/>
        <item name="IRON"/><item name="SIMPLE_CHASSIS" /><item name="IRON"/>
        <item name="GEAR_STONE" /><item name="oredict:workbench" /><item name="</pre>
GEAR STONE" />
      </grid>
      <output name="enderio:block_simple_crafter" />
  </recipe>
  <recipe name="Crafter, Upgrade" required="true">
    <crafting>
      <grid size="3x2">
        <item /><item name="enderio:block_simple_crafter" /><item />
        <item name="GEAR_IRON" /><item name="CHASSIS" /><item name="GEAR_IRON" />
      <output name="enderio:block_crafter" />
    </crafting>
  </recipe>
  <recipe name="Lava Generator" required="true">
    <crafting>
      <grid size="3x3">
        <item name="ingotBrickNetherGlazed"/><item name="ingotBrickNetherGlazed"</pre>
/><item name="ingotBrickNetherGlazed"/>
        <item name="ingotBrickNetherGlazed"/><item name="CHASSIS" /><item name="</pre>
ingotBrickNetherGlazed"/>
        <item name="ingotBrickNetherGlazed" /><item name="enderio:block_tank:0"</pre>
```

```
/><item name="ingotBrickNetherGlazed" />
      <output name="enderio:block_lava_generator" />
    </crafting>
  </recipe>
  <recipe name="Niard" required="true">
    <crafting>
      <grid size="3x3">
        <item name="item:minecraft:bucket"/><item name="enderio:block_tank:0" /><item</pre>
name="item:minecraft:bucket"/>
        <item name="minecraft:piston"/><item name="CHASSIS" /><item name="minecraft:</pre>
piston"/>
        <item name="ELECTRICAL_STEEL" /><item name="enderio:block_dark_iron_bars"</pre>
/><item name="ELECTRICAL_STEEL" />
      </grid>
      <output name="enderio:block_niard" />
  </recipe>
</enderio:recipes>
```