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<?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 ">
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<!--
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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.

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<!-- modded item in, something out -->
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<!-- AE2 -->
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```
<recipe name="Sagmill: Certus Quartz Crystal" required="false">
  <sagmilling energy="800" bonus="none">
    <input name="crystalCertusQuartz"/>
    <output name="dustCertusQuartz" />
  </sagmilling>
</recipe>
```

```
<recipe name="Sagmill: Charged Certus Quartz Crystal" required="false">
  <sagmilling energy="800" bonus="none">
    <input name="appliedenergistics2:material:1"/>
    <output name="dustCertusQuartz" />
  </sagmilling>
</recipe>
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<recipe name="Sagmill: Flux Crystal" required="false">
  <sagmilling energy="800" bonus="none">
    <input name="crystalFlux"/>
    <output name="dustFlux" />
  </sagmilling>
</recipe>
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<!-- BoP -->
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```
<recipe name="Sagmill: Small Bone Segment" required="false">
  <sagmilling energy="2600">
    <input name="biomesoplenty:bones:0"/>
    <output name="minecraft:dye:15" amount="8" />
  </sagmilling>
</recipe>
```

```
<recipe name="Sagmill: Medium Bone Segment" required="false">
  <sagmilling energy="3200">
    <input name="biomesoplenty:bones:1"/>
    <output name="minecraft:dye:15" amount="12" />
  </sagmilling>
</recipe>
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    </sagmilling>
</recipe>

<recipe name="Sagmill: Large Bone Segment" required="false">
  <sagmilling energy="4800">
    <input name="biomesoplenty:bones:2"/>
    <output name="minecraft:dye:15" amount="24" />
  </sagmilling>
</recipe>

<!-- Ex Compressum / Ex Nihilo Creatio / ExU2 -->

<recipe name="Sagmill: Compressed Cobblestone" required="false">
  <sagmilling energy="4800" bonus="none">
    <input name="compressed1xCobblestone"/>
    <output name="compressed1xGravel" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Double Compressed Cobblestone" required="false">
  <sagmilling energy="4800" bonus="none">
    <input name="compressed2xCobblestone"/>
    <output name="compressed2xGravel" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Tripple Compressed Cobblestone" required="false">
  <sagmilling energy="4800" bonus="none">
    <input name="compressed3xCobblestone"/>
    <output name="compressed2xGravel" amount="9" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Quadruple Compressed Cobblestone" required="false">
  <sagmilling energy="4800" bonus="none">
    <input name="compressed4xCobblestone"/>
    <output name="compressed2xGravel" amount="64" />
    <output name="compressed2xGravel" amount="17" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Compressed Gravel" required="false">
  <sagmilling energy="4800" bonus="none">
    <input name="compressed1xGravel"/>
    <output name="compressed1xSand" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Double Compressed Gravel" required="false">
  <sagmilling energy="4800" bonus="none">
    <input name="compressed2xGravel"/>
    <output name="compressed2xSand" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Compressed Sand" required="false">
  <sagmilling energy="4800" bonus="none">
    <input name="compressed1xSand"/>
    <output name="compressed1xDust" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Double Compressed Sand" required="false">
  <sagmilling energy="4800" bonus="none">
    <input name="compressed2xSand"/>
    <output name="compressed2xDust" />
  </sagmilling>
</recipe>

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<recipe name="Sagmill: Compressed Netherrack" required="false">
  <sagmilling energy="4800" bonus="none">
    <input name="compressed1xNetherrack"/>
    <output name="exnihiloCreatio:block_netherrack_crushed" amount="9" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Double Compressed Netherrack" required="false">
  <sagmilling energy="4800" bonus="none">
    <input name="compressed2xNetherrack"/>
    <output name="exnihiloCreatio:block_netherrack_crushed" amount="64" />
    <output name="exnihiloCreatio:block_netherrack_crushed" amount="17" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Compressed End Stone" required="false">
  <sagmilling energy="4800" bonus="none">
    <input name="compressed1xEndStone"/>
    <output name="exnihiloCreatio:block_endstone_crushed" amount="9" />
  </sagmilling>
</recipe>

<!-- Natura -->

<recipe name="Sagmill: Barley" required="false">
  <sagmilling energy="800">
    <input name="cropBarley"/>
    <output name="natura:materials:1" amount="2" />
    <output name="seedBarley" chance="0.2" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Bluebells" required="false">
  <sagmilling energy="900">
    <input name="natura:bluebells_flower"/>
    <output name="natura:materials:8" chance="0.8" />
    <output name="natura:materials:8" chance="0.6" />
    <output name="natura:materials:8" chance="0.3" />
    <output name="itemPlantgreen" chance="0.1" />
  </sagmilling>
</recipe>

<!-- Mystical Agriculture -->

<recipe name="Sagmill: Soulstone" required="false">
  <sagmilling energy="2400">
    <input name="mysticalagriculture:soulstone"/>
    <output name="mysticalagriculture:crafting:28" />
    <output name="mysticalagriculture:crafting:28" chance="0.2" />
  </sagmilling>
</recipe>

<!-- Thermal Foundcation -->

<recipe name="Sagmill: Blizz Powder" required="false">
  <sagmilling energy="2400">
    <input name="rodBlizz" />
    <output name="dustBlizz" amount="4"/>
    <output name="minecraft:snowball" chance="0.5"/>
  </sagmilling>
</recipe>

<recipe name="Sagmill: Basalz Powder" required="false">
  <sagmilling energy="2400">
    <input name="rodBasalz" />
    <output name="dustBasalz" amount="4"/>
    <output name="POWDER_OBSIDIAN" chance="0.5"/>
  </sagmilling>
</recipe>

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</sagmilling>
</recipe>

<recipe name="Sagmill: Blitz Powder" required="false">
  <sagmilling energy="2400">
    <input name="rodBlitz" />
    <output name="dustBlitz" amount="4"/>
    <output name="dustSaltpeter" chance="0.5"/>
  </sagmilling>
</recipe>

  <recipe name="Sagmill: Enderium Ingot" required="false">
    <sagmilling energy="2400" bonus="none">
      <input name="ingotEnderium" />
      <output name="dustEnderium" />
    </sagmilling>
  </recipe>

  <recipe name="Sagmill: Enderium Block" required="false">
    <sagmilling energy="3600" bonus="none">
      <input name="blockEnderium" />
      <output name="dustEnderium" amount="9" />
    </sagmilling>
  </recipe>

  <recipe name="Sagmill: Signalum Ingot" required="false">
    <sagmilling energy="2400" bonus="none">
      <input name="ingotSignalum" />
      <output name="dustSignalum" />
    </sagmilling>
  </recipe>

  <recipe name="Sagmill: Signalum Block" required="false">
    <sagmilling energy="3600" bonus="none">
      <input name="blockSignalum" />
      <output name="dustSignalum" amount="9" />
    </sagmilling>
  </recipe>

  <recipe name="Sagmill: Lumium Ingot" required="false">
    <sagmilling energy="2400" bonus="none">
      <input name="ingotLumium" />
      <output name="dustLumium" />
    </sagmilling>
  </recipe>

  <recipe name="Sagmill: Lumium Block" required="false">
    <sagmilling energy="3600" bonus="none">
      <input name="blockLumium" />
      <output name="dustLumium" amount="9" />
    </sagmilling>
  </recipe>

  <recipe name="Sagmill: Invar Ingot" required="false">
    <sagmilling energy="2400" bonus="none">
      <input name="ingotInvar" />
      <output name="dustInvar" />
    </sagmilling>
  </recipe>

  <recipe name="Sagmill: Invar Block" required="false">
    <sagmilling energy="3600" bonus="none">
      <input name="blockInvar" />
      <output name="dustInvar" amount="9" />
    </sagmilling>
  </recipe>
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<!-- Actually Additions -->
<recipe name="Sagmill: Black Lotus" required="false">
  <sagmilling energy="2400">
    <input name="actuallyadditions:block_black_lotus" />
    <output name="actuallyadditions:item_misc:17" chance="0.8"/>
    <output name="actuallyadditions:item_misc:17" chance="0.6"/>
    <output name="actuallyadditions:item_misc:17" chance="0.3"/>
    <output name="itemPlantgreen" chance="0.1"/>
  </sagmilling>
</recipe>

<!-- Misc. -->
<recipe name="Sagmill: Diamond Dust" required="false">
  <sagmilling energy="2400" bonus="none">
    <input name="gemDiamond"/>
    <output name="dustDiamond" />
  </sagmilling>
</recipe>

</enderio:recipes>
```