

```
<?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.

This file enables stuff used by endergy.

See `hiding_base.xml` for more information.

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="Item Hiding, Endergy" required="true">
  <!-- These items are shown when Ender IO Endergy is installed. -->
  <hiding>
    <item name="enderio:item_material:75" show="true" /><!-- itemInfinityGoop -->

    <item name="blockCrudeSteel" show="true" />
    <item name="blockCrystallineAlloy" show="true" />
    <item name="blockMelodicAlloy" show="true" />
    <item name="blockStellarAlloy" show="true" />
    <item name="blockCrystallinePinkSlime" show="true" />
    <item name="blockEnergeticSilver" show="true" />
    <item name="blockVividAlloy" show="true" />

    <item name="ingotCrudeSteel" show="true" />
    <item name="ingotCrystallineAlloy" show="true" />
    <item name="ingotMelodicAlloy" show="true" />
    <item name="ingotStellarAlloy" show="true" />
    <item name="ingotCrystallinePinkSlime" show="true" />
    <item name="ingotEnergeticSilver" show="true" />
    <item name="ingotVividAlloy" show="true" />

    <item name="nuggetCrudeSteel" show="true" />
    <item name="nuggetCrystallineAlloy" show="true" />
    <item name="nuggetMelodicAlloy" show="true" />
    <item name="nuggetStellarAlloy" show="true" />
    <item name="nuggetCrystallinePinkSlime" show="true" />
    <item name="nuggetEnergeticSilver" show="true" />
    <item name="nuggetVividAlloy" show="true" />

    <item name="ballCrudeSteel" show="true" />
    <item name="ballCrystallineAlloy" show="true" />
    <item name="ballMelodicAlloy" show="true" />
    <item name="ballStellarAlloy" show="true" />
    <item name="ballCrystallinePinkSlime" show="true" />
    <item name="ballEnergeticSilver" show="true" />
    <item name="ballVividAlloy" show="true" />
  </hiding>
</recipe>

</enderio:recipes>
```