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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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<!--
```

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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<!-- vanilla item in, vanilla item out (modded byproduct possible) -->
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```
<recipe name="Sagmill: StoneBricks" required="true">
  <sagmilling energy="2400" bonus="none">
    <input name="minecraft:stonebrick:0"/>
    <output name="oredict:cobblestone" />
  </sagmilling>
</recipe>
```

```
<recipe name="Sagmill: CrackedBricks" required="true">
  <sagmilling energy="2000" bonus="none">
    <input name="minecraft:stonebrick:2"/>
    <output name="oredict:cobblestone" />
  </sagmilling>
</recipe>
```

```
<recipe name="Sagmill: ChisledBricks" required="true">
  <sagmilling energy="2800" bonus="none">
    <input name="minecraft:stonebrick:3"/>
    <output name="oredict:cobblestone" />
  </sagmilling>
</recipe>
```

```
<recipe name="Sagmill: Stone" required="true">
  <sagmilling energy="2400" bonus="none">
    <input name="minecraft:stone:0"/>
    <output name="oredict:cobblestone" />
  </sagmilling>
</recipe>
```

```
<recipe name="Sagmill: Cobblestone" required="true">
  <sagmilling energy="2400">
    <input name="oredict:cobblestone"/>
    <output name="oredict:gravel" chance="0.7" />
    <output name="oredict:gravel" chance="0.3" />
    <output name="oredict:sand" chance="0.1" />
    <output name="oredict:itemFlint" chance="0.05" />
  </sagmilling>
```

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</recipe>

<recipe name="Sagmill: Sandstone" required="true">
  <sagmilling energy="2400" bonus="chance_only">
    <input name="oredict:sandstone"/>
    <output name="oredict:sand" amount="2" />
    <output name="oredict:sand" amount="2" chance="0.4" />
    <output name="oredict:dustSaltpeter" chance="0.15" required="false" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Glass" required="true">
  <sagmilling energy="1200" bonus="none">
    <input name="blockGlass"/>
    <output name="oredict:sand" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Gravel" required="true">
  <sagmilling energy="2400">
    <input name="oredict:gravel"/>
    <output name="oredict:sand" chance="0.7" />
    <output name="oredict:sand" chance="0.3" />
    <output name="oredict:itemFlint" chance="0.3" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Netherrack" required="false">
  <sagmilling energy="2400">
    <input name="minecraft:netherrack"/>
    <output name="dustSulfur" chance="0.15" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: BlazeRod" required="true">
  <sagmilling energy="2400">
    <input name="minecraft:blaze_rod"/>
    <output name="minecraft:blaze_powder" amount="4" />
    <output name="dustSulfur" chance="0.5" required="false" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: GlowStone" required="true">
  <sagmilling energy="2400" bonus="chance_only">
    <input name="oredict:glowstone"/>
    <output name="dustGlowstone" amount="3" />
    <output name="dustGlowstone" chance="0.8" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Bone" required="true">
  <sagmilling energy="1200">
    <input name="minecraft:bone"/>
    <!-- don't oredict bonemeal -->
    <output name="minecraft:dye:15" amount="6" />
    <output name="minecraft:dye:15" amount="2" chance="0.1" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Bone Block" required="true">
  <sagmilling energy="3600" bonus="none">
    <input name="minecraft:bone_block"/>
    <output name="minecraft:dye:15" amount="9" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: ClayBlock" required="true">
  <sagmilling energy="2400">
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    <input name="minecraft:clay"/>
    <output name="minecraft:clay_ball" amount="2" />
    <output name="minecraft:clay_ball" chance="0.1" />
    <output name="itemSilicon" amount="2" chance="0.8" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Wool" required="true">
  <sagmilling energy="1200" bonus="chance_only">
    <input name="minecraft:wool:*/>
    <output name="minecraft:string" amount="3" />
    <output name="minecraft:string" chance="0.1" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Block of Quartz" required="true">
  <sagmilling energy="2400" bonus="chance_only">
    <input name="blockQuartz"/>
    <output name="gemQuartz" amount="2" />
    <output name="gemQuartz" amount="2" chance="0.25" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Quartz Stairs" required="true">
  <sagmilling energy="1200" bonus="chance_only">
    <input name="minecraft:quartz_stairs"/>
    <output name="gemQuartz" amount="2" />
    <output name="gemQuartz" amount="2" chance="0.25" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Quartz Slab" required="true">
  <sagmilling energy="1200" bonus="chance_only">
    <input name="minecraft:stone_slab:7"/>
    <output name="gemQuartz" amount="1" />
    <output name="gemQuartz" chance="0.25" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Spider Web" required="true">
  <sagmilling energy="5000">
    <input name="minecraft:web"/>
    <output name="oredict:string" amount="2" />
    <output name="oredict:string" chance="0.6" />
    <output name="oredict:string" chance="0.3" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Yellow Flower" required="true">
  <sagmilling energy="900">
    <input name="minecraft:yellow_flower"/>
    <output name="dyeYellow" chance="0.8" />
    <output name="dyeYellow" chance="0.6" />
    <output name="dyeYellow" chance="0.3" />
    <output name="itemPlantgreen" chance="0.1" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Red Flower" required="true">
  <sagmilling energy="900">
    <input name="minecraft:red_flower:0"/>
    <output name="dyeRed" chance="0.8" />
    <output name="dyeRed" chance="0.6" />
    <output name="dyeRed" chance="0.3" />
    <output name="itemPlantgreen" chance="0.1" />
  </sagmilling>
</recipe>

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<recipe name="Sagmill: Blue Flower" required="true">
  <sagmilling energy="900">
    <input name="minecraft:red_flower:1"/>
    <output name="dyeLightBlue" chance="0.8" />
    <output name="dyeLightBlue" chance="0.6" />
    <output name="dyeLightBlue" chance="0.3" />
    <output name="itemPlantgreen" chance="0.1" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Magenta Flower" required="true">
  <sagmilling energy="900">
    <input name="minecraft:red_flower:2"/>
    <output name="dyeMagenta" chance="0.8" />
    <output name="dyeMagenta" chance="0.6" />
    <output name="dyeMagenta" chance="0.3" />
    <output name="itemPlantgreen" chance="0.1" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Light Gray Flower" required="true">
  <sagmilling energy="900">
    <input name="minecraft:red_flower:3"/>
    <output name="dyeLightGray" chance="0.8" />
    <output name="dyeLightGray" chance="0.6" />
    <output name="dyeLightGray" chance="0.3" />
    <output name="itemPlantgreen" chance="0.1" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Red Tulip" required="true">
  <sagmilling energy="900">
    <input name="minecraft:red_flower:4"/>
    <output name="dyeRed" chance="0.8" />
    <output name="dyeRed" chance="0.6" />
    <output name="dyeRed" chance="0.3" />
    <output name="itemPlantgreen" chance="0.1" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Orange Tulip" required="true">
  <sagmilling energy="900">
    <input name="minecraft:red_flower:5"/>
    <output name="dyeOrange" chance="0.8" />
    <output name="dyeOrange" chance="0.6" />
    <output name="dyeOrange" chance="0.3" />
    <output name="itemPlantgreen" chance="0.1" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Light Gray Tulip" required="true">
  <sagmilling energy="900">
    <input name="minecraft:red_flower:6"/>
    <output name="dyeLightGray" chance="0.8" />
    <output name="dyeLightGray" chance="0.6" />
    <output name="dyeLightGray" chance="0.3" />
    <output name="itemPlantgreen" chance="0.1" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Pink Flower" required="true">
  <sagmilling energy="900">
    <input name="minecraft:red_flower:7"/>
    <output name="dyePink" chance="0.8" />
    <output name="dyePink" chance="0.6" />
    <output name="dyePink" chance="0.3" />
    <output name="itemPlantgreen" chance="0.1" />
  </sagmilling>
</recipe>
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</recipe>

<recipe name="Sagmill: Daisy" required="true">
  <sagmilling energy="900">
    <input name="minecraft:red_flower:8"/>
    <output name="dyeLightGray" chance="0.8" />
    <output name="dyeLightGray" chance="0.6" />
    <output name="dyeLightGray" chance="0.3" />
    <output name="itemPlantgreen" chance="0.1" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Shrub" required="true"><!-- hidden item -->
  <sagmilling energy="1200">
    <input name="minecraft:tallgrass:0"/>
    <output name="itemPlantbrown" chance="0.8" />
    <output name="itemPlantbrown" chance="0.6" />
    <output name="itemPlantbrown" chance="0.3" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Tall Grass" required="true">
  <sagmilling energy="1200">
    <input name="minecraft:tallgrass:1"/>
    <output name="itemPlantgreen" chance="0.6" />
    <output name="itemPlantgreen" chance="0.3" />
    <output name="itemPlantgreen" chance="0.1" />
    <output name="itemPlantbrown" chance="0.05" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Fern" required="true">
  <sagmilling energy="1200">
    <input name="minecraft:tallgrass:2"/>
    <output name="itemPlantgreen" chance="0.6" />
    <output name="itemPlantgreen" chance="0.3" />
    <output name="itemPlantgreen" chance="0.1" />
    <output name="itemPlantbrown" chance="0.05" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Dead Bush" required="true">
  <sagmilling energy="1200">
    <input name="minecraft:deadbush"/>
    <output name="itemPlantbrown" chance="0.6" />
    <output name="itemPlantbrown" chance="0.3" />
    <output name="itemPlantbrown" chance="0.1" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Leaves" required="true">
  <sagmilling energy="600">
    <input name="treeLeaves"/>
    <output name="itemPlantgreen" chance="0.3" />
    <output name="itemPlantgreen" chance="0.1" />
    <output name="itemPlantbrown" chance="0.025" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Vines" required="true">
  <sagmilling energy="600">
    <input name="oredict:vine"/>
    <output name="itemPlantgreen" chance="0.15" />
    <output name="itemPlantgreen" chance="0.1" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Cactus" required="true">
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```
<sagmilling energy="2000">
  <input name="blockCactus" />
  <output name="itemPlantgreen" amount="3" />
  <output name="itemPlantgreen" amount="3" chance="0.75" />
  <output name="itemPlantgreen" amount="3" chance="0.5" />
  <output name="itemPlantgreen" amount="3" chance="0.25" />
</sagmilling>
</recipe>

<recipe name="Sagmill: Water Lily" required="true">
  <sagmilling energy="800">
    <input name="minecraft:waterlily" />
    <output name="itemPlantgreen" amount="3" chance="0.15" />
    <output name="itemPlantgreen" amount="3" chance="0.1" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Double Plant Yellow" required="true">
  <sagmilling energy="900">
    <input name="minecraft:double_plant:0" />
    <output name="dyeYellow" amount="2" chance="0.8" />
    <output name="dyeYellow" chance="0.6" />
    <output name="dyeYellow" amount="2" chance="0.3" />
    <output name="itemPlantgreen" chance="0.2" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Double Plant Magenta" required="true">
  <sagmilling energy="900">
    <input name="minecraft:double_plant:1" />
    <output name="dyeMagenta" amount="2" chance="0.8" />
    <output name="dyeMagenta" chance="0.6" />
    <output name="dyeMagenta" amount="2" chance="0.3" />
    <output name="itemPlantgreen" chance="0.2" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Double Tall Grass" required="true">
  <sagmilling energy="900">
    <input name="minecraft:double_plant:2" />
    <output name="itemPlantgreen" amount="2" chance="0.6" />
    <output name="itemPlantgreen" chance="0.3" />
    <output name="itemPlantgreen" amount="2" chance="0.1" />
    <output name="itemPlantbrown" chance="0.15" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Large Fern" required="true">
  <sagmilling energy="900">
    <input name="minecraft:double_plant:3" />
    <output name="itemPlantgreen" amount="2" chance="0.6" />
    <output name="itemPlantgreen" chance="0.3" />
    <output name="itemPlantgreen" amount="2" chance="0.1" />
    <output name="itemPlantbrown" chance="0.15" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Double Plant Red" required="true">
  <sagmilling energy="900">
    <input name="minecraft:double_plant:4" />
    <output name="dyeRed" amount="2" chance="0.8" />
    <output name="dyeRed" chance="0.6" />
    <output name="dyeRed" amount="2" chance="0.3" />
    <output name="itemPlantgreen" chance="0.2" />
  </sagmilling>
</recipe>

<recipe name="Sagmill: Double Plant Pink" required="true">
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```
<sagmilling energy="900">
  <input name="minecraft:double_plant:5"/>
  <output name="dyePink" amount="2" chance="0.8" />
  <output name="dyePink" chance="0.6" />
  <output name="dyePink" amount="2" chance="0.3" />
  <output name="itemPlantgreen" chance="0.2" />
</sagmilling>
</recipe>
```

```
<recipe name="Sagmill: Reeds" required="true">
  <sagmilling energy="2000">
    <input name="oredict:sugarcane"/>
    <output name="minecraft:sugar" />
    <output name="minecraft:sugar" chance="0.5" />
    <output name="minecraft:sugar" chance="0.5" />
    <output name="itemPlantgreen" chance="0.1" />
  </sagmilling>
</recipe>
```

```
<recipe name="Sagmill: Flower Pot" required="false">
  <sagmilling energy="2000">
    <input name="item:minecraft:flower_pot"/>
    <output name="ingotBrick" chance="0.9" />
    <output name="ingotBrick" chance="0.3" />
    <output name="ingotBrick" chance="0.1" />
    <output name="dustCoal" chance="0.05" />
  </sagmilling>
</recipe>
```

```
<recipe name="Sagmill: Prismarine" required="true">
  <sagmilling energy="2000" bonus="none">
    <input name="gemPrismarine"/>
    <output name="dustPrismarine" />
    <output name="dustPrismarine" chance="0.1"/>
  </sagmilling>
</recipe>
```

```
</enderio:recipes>
```