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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.

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.

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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<recipe name="Potion: Floating">
  <brewing>
    <input potion="minecraft:awkward"/>
    <reagent name="eggOwl"/>
    <output potion="enderio:floating"/>
  </brewing>
</recipe>

<recipe name="Potion: Floating, Strong">
  <brewing>
    <input potion="enderio:floating"/>
    <reagent name="dustGlowstone"/>
    <output potion="enderio:strong_floating"/>
  </brewing>
</recipe>

<recipe name="Potion: Floating, Long">
  <brewing>
    <input potion="enderio:floating"/>
    <reagent name="dustRedstone"/>
    <output potion="enderio:long_floating"/>
  </brewing>
</recipe>

<recipe name="Potion: Confusion">
  <brewing>
    <input potion="minecraft:awkward"/>
    <reagent name="itemConfusingDust"/>
    <output potion="enderio:confusion"/>
  </brewing>
</recipe>

<recipe name="Potion: Confusion, Long">
  <brewing>
    <input potion="enderio:confusion"/>
    <reagent name="dustRedstone"/>
    <output potion="enderio:long_confusion"/>
  </brewing>
</recipe>

<recipe name="Potion: Withering">
  <brewing>
    <input potion="minecraft:awkward"/>
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    <reagent name="itemWitheringDust"/>
    <output potion="enderio:withering"/>
  </brewing>
</recipe>

<recipe name="Potion: Withering, Long">
  <brewing>
    <input potion="enderio:withering"/>
    <reagent name="dustRedstone"/>
    <output potion="enderio:long_withering"/>
  </brewing>
</recipe>

</enderio:recipes>
```