```xml
<?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 capacitor definitions. 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 capacitor definitions, copy the capacitors you want to change to
a file in the 'user' folder.

If you disable all built-in recipes with the setting "loadCoreRecipes"in the Ender IO
config file, capacitor definitions will still be loaded because they are absolutely
needed.

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.

 -->

  <!-- These are used during development for new machines and by those few that don't
have their
      own keys yet. -->
  <capacitor key="enderio:block_machine_base/legacy_intake" base="80" scaler="POWER" />
  <capacitor key="enderio:block_machine_base/legacy_buffer" base="100000" scaler="
POWER" />
  <capacitor key="enderio:block_machine_base/legacy_use" base="20" scaler="POWER" />

  <!-- Defines the base efficiency of all machines that don't have their own
efficiency value -->
  <capacitor key="enderio:block_machine_base/legacy_efficiency" base="1" scaler="
FIXED" />

  <!--

  Dark Steel Items - This includes all items that take energy upgrades in the anvil.

  Capacitor level is the level of the energy upgrade (from 1 for "Empowered" to 4 for
"Empowered IV").

  "buffer" is the size of the energy buffer.

  "intake" is the maximum charge the item takes per tick.

  "use" limits the amount of energy that is used per operation. Please note that an
operation that takes more
  energy than this attribute permits will still succeed-if there is enough energy in
the item for the whole
  operation.

  "absorption" is the probability that incoming damage will use energy instead of
damaging the item.

   -->

  <capacitor key="enderio:item_dark_steel_sword/energy_buffer" base="100000" scaler="
idx(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_sword/energy_intake" base="1000" scaler="idx
(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_sword/energy_use" base="1000" scaler="idx(1)
0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_sword/absorption" base="1" scaler="idx(1)0:
0.5:0.6:0.7:0.85:0.95" />

  <capacitor key="enderio:item_dark_steel_chestplate/energy_buffer" base="100000"
scaler="idx(1)0:1:1.5:2.5:10:25" />
```

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  <capacitor key="enderio:item_dark_steel_chestplate/energy_intake" base="1000"
scaler="idx(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_chestplate/energy_use" base="1000" scaler="
idx(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_chestplate/absorption" base="1" scaler="idx
(1)0:0.5:0.6:0.7:0.85:0.95" />

  <capacitor key="enderio:item_dark_steel_shield/energy_buffer" base="100000" scaler="
idx(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_shield/energy_intake" base="1000" scaler="idx
(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_shield/energy_use" base="1000" scaler="idx(1)
0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_shield/absorption" base="1" scaler="idx(1)0:
0.5:0.6:0.7:0.85:0.95" />

  <capacitor key="enderio:item_dark_steel_axe/energy_buffer" base="100000" scaler="idx
(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_axe/energy_intake" base="1000" scaler="idx(1)
0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_axe/energy_use" base="1000" scaler="idx(1)0:
1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_axe/absorption" base="1" scaler="idx(1)0:0.5:
0.6:0.7:0.85:0.95" />

  <capacitor key="enderio:item_dark_steel_crook/energy_buffer" base="100000" scaler="
idx(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_crook/energy_intake" base="1000" scaler="idx
(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_crook/energy_use" base="1000" scaler="idx(1)
0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_crook/absorption" base="1" scaler="idx(1)0:
0.5:0.6:0.7:0.85:0.95" />

  <capacitor key="enderio:item_dark_steel_bow/energy_buffer" base="100000" scaler="idx
(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_bow/energy_intake" base="1000" scaler="idx(1)
0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_bow/energy_use" base="1000" scaler="idx(1)0:
1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_bow/absorption" base="1" scaler="idx(1)0:0.5:
0.6:0.7:0.85:0.95" />

  <capacitor key="enderio:item_dark_steel_pickaxe/energy_buffer" base="100000" scaler="
idx(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_pickaxe/energy_intake" base="1000" scaler="
idx(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_pickaxe/energy_use" base="1000" scaler="idx
(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_pickaxe/absorption" base="1" scaler="idx(1)0:
0.5:0.6:0.7:0.85:0.95" />

  <capacitor key="enderio:item_dark_steel_shears/energy_buffer" base="100000" scaler="
idx(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_shears/energy_intake" base="1000" scaler="idx
(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_shears/energy_use" base="1000" scaler="idx(1)
0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_shears/absorption" base="1" scaler="idx(1)0:
0.5:0.6:0.7:0.85:0.95" />

  <capacitor key="enderio:item_dark_steel_treetap/energy_buffer" base="100000" scaler="
idx(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_treetap/energy_intake" base="1000" scaler="
idx(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_treetap/energy_use" base="1000" scaler="idx
(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_treetap/absorption" base="1" scaler="idx(1)0:
```

```xml
0.5:0.6:0.7:0.85:0.95" />

  <capacitor key="enderio:item_dark_steel_hand/energy_buffer" base="100000" scaler="idx
(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_hand/energy_intake" base="1000" scaler="idx
(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_hand/energy_use" base="1000" scaler="idx(1)0:
1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_dark_steel_hand/absorption" base="1" scaler="idx(1)0:
0.5:0.6:0.7:0.85:0.95" />

  <capacitor key="enderio:item_staff_of_levity/energy_buffer" base="100000" scaler="idx
(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_staff_of_levity/energy_intake" base="1000" scaler="idx
(1)0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_staff_of_levity/energy_use" base="1000" scaler="idx(1)0:
1:1.5:2.5:10:25" />

  <capacitor key="enderio:item_travel_staff/energy_buffer" base="100000" scaler="idx(1)
0:1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_travel_staff/energy_intake" base="1000" scaler="idx(1)0:
1:1.5:2.5:10:25" />
  <capacitor key="enderio:item_travel_staff/energy_use" base="1000" scaler="idx(1)0:1:
1.5:2.5:10:25" />

  <!--

  Inventory Chargers

  For them the "use" is the amount it can charge other items with (per operation).

   -->

  <capacitor key="enderio:item_inventory_charger_simple/energy_buffer" base="100000"
scaler="idx(1)0:1:1.5:2.5:5" />
  <capacitor key="enderio:item_inventory_charger_simple/energy_intake" base="200"
scaler="idx(1)0:1:1.5:2.5:5" />
  <capacitor key="enderio:item_inventory_charger_simple/energy_use" base="50" scaler="
idx(1)0:1:1.5:2.5:5" />

  <capacitor key="enderio:item_inventory_charger_basic/energy_buffer" base="1000000"
scaler="idx(1)0:1:1.5:2.5:5" />
  <capacitor key="enderio:item_inventory_charger_basic/energy_intake" base="1000"
scaler="idx(1)0:1:1.5:2.5:5" />
  <capacitor key="enderio:item_inventory_charger_basic/energy_use" base="200" scaler="
idx(1)0:1:1.5:2.5:5" />

  <capacitor key="enderio:item_inventory_charger/energy_buffer" base="5000000" scaler="
idx(1)0:1:1.5:2.5:5" />
  <capacitor key="enderio:item_inventory_charger/energy_intake" base="5000" scaler="idx
(1)0:1:1.5:2.5:5" />
  <capacitor key="enderio:item_inventory_charger/energy_use" base="1000" scaler="idx(1)
0:1:1.5:2.5:5" />

  <capacitor key="enderio:item_inventory_charger_vibrant/energy_buffer" base="
25000000" scaler="idx(1)0:1:1.5:2.5:5" />
  <capacitor key="enderio:item_inventory_charger_vibrant/energy_intake" base="25000"
scaler="idx(1)0:1:1.5:2.5:5" />
  <capacitor key="enderio:item_inventory_charger_vibrant/energy_use" base="5000"
scaler="idx(1)0:1:1.5:2.5:5" />

  <!--

  Head Drops

  These are chances for mobs to drop their head when killed. Please note that we only
handle vanilla heads, our
  own Enderman skull, and modded zombies that are coded using the vanilla head-drop
```

```
system.

   All values in in "per thousand" (that's tenth of percents).

   "Dark Steel" here refers to all our "The Ender"s, regardless of the material they
are of.

   Chances from Looting and Empowered are added together and then multiplied with the
"fake player" value. We try
   to not drop duplicate heads (unless you configure the chance to be above 100%, like
has been done for the
   beheading chance to mimic Tinkers), but heads are often spawned directly in the
world instead of being added
   to the loot list. We don't search for those heads.

   So the cases are:

    * One value from (1) plus one from (5), multiplied with one from (6)
    * One value from (2) plus one from (3), multiplied with one from (4), multiplied
with one from (6)

   -->

  <!--  1. Any sword that is not a dark steel sword. (Maps Looting level to drop
chance.) -->
  <!--  1.1 All other heads. -->
  <capacitor key="enderio:item_dark_steel_sword/head_vanilla_chance" base="50" scaler="
idx(1)1:2:3:4:5:6" />
  <!--  1.2 Wither Skeleton heads. (vanilla already drops those) -->
  <capacitor key="enderio:item_dark_steel_sword/head_vanilla_chance_wither" base="0"
scaler="idx(1)1:2:3:4:5:6" />
  <!--  1.3 Enderman heads. -->
  <capacitor key="enderio:item_dark_steel_sword/head_vanilla_chance_enderman" base="
50" scaler="idx(1)1:2:3:4:5:6" />

  <!--  2. Any dark steel sword. (Maps Looting level to drop chance.) -->
  <!--  2.1 All other heads. -->
  <capacitor key="enderio:item_dark_steel_sword/head_chance" base="50" scaler="idx(1)1:
2:3:4:5:6" />
  <!--  2.2 Wither Skeleton heads. (vanilla already drops those!) -->
  <capacitor key="enderio:item_dark_steel_sword/head_chance_wither" base="10" scaler="
idx(1)1:2:3:4:5:6" />
  <!--  2.3 Enderman heads. -->
  <capacitor key="enderio:item_dark_steel_sword/head_chance_enderman" base="50"
scaler="idx(1)1:2:3:4:5:6" />

  <!--  3. Any dark steel sword. (Maps Empowered level to drop chance.) -->
  <!--  3.1 All other heads. -->
  <capacitor key="enderio:item_dark_steel_sword/head_empowered_chance" base="20"
scaler="idx(1)1:2:3:4:5:6" />
  <!--  3.2 Wither Skeleton heads. (vanilla already drops those!) -->
  <capacitor key="enderio:item_dark_steel_sword/head_empowered_chance_wither" base="5"
scaler="idx(1)1:2:3:4:5:6" />
  <!--  3.3 Enderman heads. -->
  <capacitor key="enderio:item_dark_steel_sword/head_empowered_chance_enderman" base="
30" scaler="idx(1)1:2:3:4:5:6" />

  <!--  4. Any dark steel sword. (Maps Dark Steel Tier level to drop chance.) -->
  <!-- Tiers: Dark Steel = 1, End Steel = 2, Stellar = 4 -->
  <!--  4.1 All heads. -->
  <capacitor key="enderio:item_dark_steel_sword/head_tier_chance" base="1" scaler="idx
(1)0:1:1.1:1.2:1.3:1.4" />

  <!--  5. Tinkers Cleaver on Endermen. -->
  <!--  5.1 Maps Tinkers Beheading level to drop chance. -->
  <capacitor key="enderio:item_dark_steel_sword/head_beheading_chance_enderman" base="
750" scaler="idx(1)0:1:2:3:4:5" />
```

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  <!--  6. Any fake player using the weapon. This is multiplied with the chance. (0 =
player, 1 = fake player) -->
  <!--  6.1 All other heads. -->
  <capacitor key="enderio:item_dark_steel_sword/head_fakeplayer_chance" base="1"
scaler="idx(1)1:0.5" />
  <!--  6.2 Wither Skeleton heads. (vanilla already drops those!) -->
  <capacitor key="enderio:item_dark_steel_sword/head_fakeplayer_chance_wither" base="
1" scaler="idx(1)1:0.5" />
  <!--  6.3 Enderman heads. -->
  <capacitor key="enderio:item_dark_steel_sword/head_fakeplayer_chance_enderman" base="
1" scaler="idx(1)1:0.5" />




</enderio:recipes>
```