```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 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.

 -->

  <recipe name="Tank: XP Bottle, emptying" required="true">
    <tanking type="EMPTY" logic="XPBOTTLE">
      <input name="minecraft:experience_bottle"/>
      <fluid name="xpjuice" amount="1"/><!-- for logic=XPBOTTLE amount is a factor to
the vanilla amount -->
    </tanking>
  </recipe>

  <recipe name="Tank: XP Bottle, filling" required="true">
    <tanking type="FILL" logic="XPBOTTLE">
      <input name="minecraft:glass_bottle"/>
      <fluid name="xpjuice" amount="2"/><!-- for logic=XPBOTTLE amount is a factor to
the vanilla amount -->
      <output name="minecraft:experience_bottle"/>
    </tanking>
  </recipe>

  <recipe name="Tank: AA Solid XP, emptying" required="false">
    <tanking type="EMPTY" logic="XP">
      <input name="actuallyadditions:item_solidified_experience"/>
      <fluid name="xpjuice" amount="8"/><!-- for logic=XP amount is in XP, not mB -->
    </tanking>
  </recipe>

  <recipe name="Tank: Deep Mob Learning, Overworld Matter" required="false">
    <tanking type="EMPTY" logic="XP">
      <input name="deepmoblearning:living_matter_overworldian"/>
      <fluid name="xpjuice" amount="10"/><!-- for logic=XP amount is in XP, not mB -->
    </tanking>
  </recipe>

  <recipe name="Tank: Deep Mob Learning, Hellish Matter" required="false">
    <tanking type="EMPTY" logic="XP">
      <input name="deepmoblearning:living_matter_hellish"/>
      <fluid name="xpjuice" amount="14"/><!-- for logic=XP amount is in XP, not mB -->
    </tanking>
  </recipe>
```

```xml
<recipe name="Tank: Deep Mob Learning, Extraterrestrial Matter" required="false">
  <tanking type="EMPTY" logic="XP">
    <input name="deepmoblearning:living_matter_extraterrestrial"/>
    <fluid name="xpjuice" amount="20"/><!-- for logic=XP amount is in XP, not mB -->
  </tanking>
</recipe>

<recipe name="Tank: Deep Mob Learning, Twilight Matter" required="false">
  <tanking type="EMPTY" logic="XP">
    <input name="deepmoblearning:living_matter_twilight"/>
    <fluid name="xpjuice" amount="30"/><!-- for logic=XP amount is in XP, not mB -->
  </tanking>
</recipe>

<recipe name="Tank: Sponge, filling" required="true">
  <tanking type="FILL" logic="NONE">
    <input name="minecraft:sponge:0"/>
    <fluid name="water" amount="1000"/>
    <output name="minecraft:sponge:1"/>
  </tanking>
</recipe>

<recipe name="Tank: Sponge, emptying" required="true">
  <tanking type="EMPTY" logic="NONE">
    <input name="minecraft:sponge:1"/>
    <fluid name="water" amount="1000"/>
    <output name="minecraft:sponge:0"/>
  </tanking>
</recipe>

<recipe name="Tank: Nutritious Stick" required="true">
  <tanking type="FILL" logic="NONE">
    <input name="stickWood"/>
    <fluid name="nutrient_distillation" amount="1000"/>
    <output name="itemNutritiousStick"/>
  </tanking>
</recipe>

<recipe name="Tank: Concrete 0" required="true">
  <tanking type="FILL" logic="NONE">
    <input name="minecraft:concrete_powder:0"/>
    <fluid name="water" amount="1000"/>
    <output name="minecraft:concrete:0"/>
  </tanking>
</recipe>

<recipe name="Tank: Concrete 1" required="true">
  <tanking type="FILL" logic="NONE">
    <input name="minecraft:concrete_powder:1"/>
    <fluid name="water" amount="1000"/>
    <output name="minecraft:concrete:1"/>
  </tanking>
</recipe>

<recipe name="Tank: Concrete 2" required="true">
  <tanking type="FILL" logic="NONE">
    <input name="minecraft:concrete_powder:2"/>
    <fluid name="water" amount="1000"/>
    <output name="minecraft:concrete:2"/>
  </tanking>
</recipe>

<recipe name="Tank: Concrete 3" required="true">
  <tanking type="FILL" logic="NONE">
    <input name="minecraft:concrete_powder:3"/>
    <fluid name="water" amount="1000"/>
    <output name="minecraft:concrete:3"/>
  </tanking>
```

```xml
    </recipe>

    <recipe name="Tank: Concrete 4" required="true">
      <tanking type="FILL" logic="NONE">
        <input name="minecraft:concrete_powder:4"/>
        <fluid name="water" amount="1000"/>
        <output name="minecraft:concrete:4"/>
      </tanking>
    </recipe>

    <recipe name="Tank: Concrete 5" required="true">
      <tanking type="FILL" logic="NONE">
        <input name="minecraft:concrete_powder:5"/>
        <fluid name="water" amount="1000"/>
        <output name="minecraft:concrete:5"/>
      </tanking>
    </recipe>

    <recipe name="Tank: Concrete 6" required="true">
      <tanking type="FILL" logic="NONE">
        <input name="minecraft:concrete_powder:6"/>
        <fluid name="water" amount="1000"/>
        <output name="minecraft:concrete:6"/>
      </tanking>
    </recipe>

    <recipe name="Tank: Concrete 7" required="true">
      <tanking type="FILL" logic="NONE">
        <input name="minecraft:concrete_powder:7"/>
        <fluid name="water" amount="1000"/>
        <output name="minecraft:concrete:7"/>
      </tanking>
    </recipe>

    <recipe name="Tank: Concrete 8" required="true">
      <tanking type="FILL" logic="NONE">
        <input name="minecraft:concrete_powder:8"/>
        <fluid name="water" amount="1000"/>
        <output name="minecraft:concrete:8"/>
      </tanking>
    </recipe>

    <recipe name="Tank: Concrete 9" required="true">
      <tanking type="FILL" logic="NONE">
        <input name="minecraft:concrete_powder:9"/>
        <fluid name="water" amount="1000"/>
        <output name="minecraft:concrete:9"/>
      </tanking>
    </recipe>

    <recipe name="Tank: Concrete 10" required="true">
      <tanking type="FILL" logic="NONE">
        <input name="minecraft:concrete_powder:10"/>
        <fluid name="water" amount="1000"/>
        <output name="minecraft:concrete:10"/>
      </tanking>
    </recipe>

    <recipe name="Tank: Concrete 11" required="true">
      <tanking type="FILL" logic="NONE">
        <input name="minecraft:concrete_powder:11"/>
        <fluid name="water" amount="1000"/>
        <output name="minecraft:concrete:11"/>
      </tanking>
    </recipe>

    <recipe name="Tank: Concrete 12" required="true">
      <tanking type="FILL" logic="NONE">
```

```xml
      <input name="minecraft:concrete_powder:12"/>
      <fluid name="water" amount="1000"/>
      <output name="minecraft:concrete:12"/>
    </tanking>
  </recipe>

  <recipe name="Tank: Concrete 13" required="true">
    <tanking type="FILL" logic="NONE">
      <input name="minecraft:concrete_powder:13"/>
      <fluid name="water" amount="1000"/>
      <output name="minecraft:concrete:13"/>
    </tanking>
  </recipe>

  <recipe name="Tank: Concrete 14" required="true">
    <tanking type="FILL" logic="NONE">
      <input name="minecraft:concrete_powder:14"/>
      <fluid name="water" amount="1000"/>
      <output name="minecraft:concrete:14"/>
    </tanking>
  </recipe>

  <recipe name="Tank: Concrete 15" required="true">
    <tanking type="FILL" logic="NONE">
      <input name="minecraft:concrete_powder:15"/>
      <fluid name="water" amount="1000"/>
      <output name="minecraft:concrete:15"/>
    </tanking>
  </recipe>

</enderio:recipes>
```