

```
<?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 ../../../../../../enderio-invpanel/src/main/resources/assets/enderio/config/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 invpanel.

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, InvPanel" required="true">
    <!-- These items are shown when Ender IO Inventory Panel is installed. -->
    <hiding>
      <item name="enderio:item_material:64" show="true" /><!--
itemRemoteAwarenessUpgrade -->
    </hiding>
  </recipe>
</enderio:recipes>
```