Recipe Fluid Types

Fluid

For regular fluids it will look something like this:

```
 "raw:fluid": "minecraft:water"
```

Fluid Tags

This would be the same syntax for both input and output fluids.

```
"raw:fluid_tag": "forge:milk"
```

For tags you can use various selectors to refine which fluids you want to target. Below is a list of possible selectors and what they do:

- all: All Fluids that are in the tag.
- all_whitelisted: All Fluids from the provided namespaces in the given tag.
- all_with_blacklist: All Fluids from the tag as long as they don't belong to the blacklisted namespaces.
- first: First Fluid value from the tag.
- first_whitelisted: First Fluid from the tag that matches one of the provided namespaces.
- first_preferred: First tries to match an Fluid from the provided namespaces but will take the first Fluid in the tag if none match.
- first_with_blacklist: First Fluid that does not match any of the blacklisted namespaces.

The following is an example of how to use these selectors with and fluid_tag:

```
{
"raw:fluid_tag": "forge:milk",
    "selector": {
"type": "all_with_blacklist",
      "values": ["simplegens"]
}
}
```

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