

# Recipe Item Types

## Item

For regular items it will look something like this:

```
"raw:item": "minecraft:iron_ingot"
```

## Items with NBT

You only need the `"match_nbt": true` if you are using this in an input slot. For output slots, the provided nbt will be added to the item regardless.

```
"raw:item": "envirocore:fe_input", "nbt": "{tier:2,energy:{capacity:8192}}", "match_nbt": true
```

## Item Tags

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

```
"raw:item_tag": "forge:ingots/iron"
```

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

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

The following is an example of how to use these selectors with and item\_tag:

```
{
  "raw:item_tag": "minecraft:flowers",
  "selector": {
    "type": "all_with_blacklist",
    "values": ["botania"]
  }
}
```

□}

}

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