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# INTRODUCTION

**Recipe Maker** is an application that was designed to help make weekly grocery shopping, meal planning and recipe organization easier. With the help of **Recipe Maker**, you will be able to plan out each meal for an entire week, and in just minutes have a complete shopping list of items needed to make those meals come together.

**Recipe Maker** allows you to enter and store all of your recipes. Once your recipes have been stored you can recall and print any one of them in just seconds. **Recipe Maker** also stores and alphabetizes all of the different ingredients and measurements that are necessary to make your meals.

## REGISTRATION

**Recipe Maker** is not public domain, nor is it free software. You are granted a limited license to use this product on a trial basis. You are also granted a license to copy **Recipe Maker**, along with the documentation, for the trial use by other users. If you wish to continue using the product, **you must send \$25** to:

**NickleWare  
P.O. Box 393  
Orem, UT. 84059 USA**

If you would like an original disk containing the latest release of **Recipe Maker**, please **add \$5** for shipping and handling.

We encourage you to copy **Recipe Maker** and share it with anyone who might be interested in making grocery shopping, meal planning and recipe organization easier.

# GETTING STARTED

## REQUIREMENTS -

Microsoft Windows 3.1 or higher  
IBM compatible PC 386/486/Pentium

Before proceeding, make sure that you have Microsoft Windows correctly installed. Next create a directory called **RECIPE** and copy the **Recipe Maker** software (**RECIPE.EXE**) into this directory. **Recipe Maker** is ready to be started. Simply start **Recipe Maker** from the **RUN...** menu selection of the Windows Program Manager or add it to a Program Manager group by following the directions in the Windows 3.1 manual for creating a group item. **Recipe Maker** will then create all of the data files it needs to run, and place them on the same drive and path where the software was installed.

When **Recipe Maker** is started for the first time, the following entry will be placed in the **WIN.INI** file which is probably in the same directory where windows is installed.

```
[RECIPE]
DBPath=<drive>:<path>\
```

This tells **Recipe Maker** where to find the data files. The key word *DBPath* is set equal to the *<drive>* and full *<path>* including the trailing backslash, where the **Recipe Maker** data files will reside. For example:

```
[RECIPE]
DBPath=C:\Recipe\
```

You can change where **Recipe Maker** looks for the data files by simple altering the **DBPath**. Then move the data files from the directory where they were created to the new directory you specified in the **DBPath**.

## WHAT ARE LISTS

The Measurements, Ingredients, Food Groups, and Categories lists, are really the heart of the **Recipe Maker** database. These lists act as four separate buckets that hold all of the information necessary to put your recipes together. Each time you enter a measurement, ingredient, food group or category into a recipe, that information is pulled out of the corresponding bucket. This concept makes for much easier and faster recipe entry and much less effort on your part. Each of these four lists can be selected from the main window **FILE** menu.

## LIST WINDOW ACTIONS

There are several pushbutton actions that are available to you from each of the four list windows.

**ADD.** Once a new item has been entered, the **ADD** pushbutton may be clicked. **Recipe Maker** then quickly checks the list to make sure that the new item is unique. If it is, **Recipe Maker** adds the item to the database. Otherwise **Recipe Maker** tells you that you that a duplicate entry has been made.

**CHANGE.** To change an item, highlight the item and click the **SELECT** pushbutton or double click on the item with the mouse. The selected item will appear in the edit box above the list. Edit the item and then click on the **CHANGE** pushbutton. **Recipe Maker** will check the list to make sure that the changed item is unique and store it in the database.

**REMOVE.** To remove an item from a list, highlight it and click the **SELECT** pushbutton or double click on the item with the mouse. Then click on the **REMOVE** pushbutton. **Recipe Maker** will ask you to confirm the action. Depending on your response, the action will be completed or canceled.

**SELECT.** To select an item into the entry field above the list, click on the **SELECT** pushbutton. The highlighted item will then appear in the entry field. An item can also be selected by double clicking on it with the mouse.

**COUPON.** (*Ingredients and Shopping lists only*) To enter or update the coupon section for an ingredient, click on the **COUPON** pushbutton. **Recipe Maker** will display a coupon window that will allow you to keep track of your money saving coupons.

## **MEASUREMENT LIST**

Some of the first entries that must be made before you begin to enter your recipes, are the measurements. These are the different measurements that you will use in your recipes. For example "Cup", "Tablespoon", and "Gallon" are some of the measurements that might be used.

## FOOD GROUP LIST

The food group list is a simple list of the different types of ingredients that will be entered into **Recipe Maker**'s ingredients list. These groups are such names as "Dairy", "Meats", or "Dry Goods". By entering these food groups, **Recipe Maker** will be able to keep all of your ingredients and shopping lists categorized, which will ultimately help make your grocery shopping much easier and quicker.



## **INGREDIENT LIST**

The ingredients list is a list of all of the ingredients needed to make your recipes. Before a recipe can be entered, all of the necessary ingredients must be put into the ingredients list. A food group must also be entered along with the ingredient name.

## **CATEGORY LIST**

The category list is a list of all of the categories that describe your recipes. Each time a recipe is entered, a category from this list can be assigned to the recipe to make it easier to find the type of recipe you are looking for.

## RECIPE AND INSTRUCTION CARDS

When **RECIPES** is chosen from the main window **FILE** menu, **Recipe Maker** displays blank recipe and instruction cards. The recipe card consists of the recipe name description and category and the instruction card contains the instructions, quantities, measurements, ingredients and item preparations. The recipe name, description and instruction fields are text entry fields and data can be typed in directly. Quantities, measurements, ingredients and item preparations are entered in the same way as described previously for a list.

Before a measurement or ingredient can be entered into a recipe, they must first exist in the corresponding lists. As the cursor is moved between the measurement and ingredient fields, **Recipe Maker** looks up the entry in the database and displays the closest match, if one does not match exactly.

Before an entry is added to the list, each of the three fields must contain values. There may be times when a measurement does not apply. For example, the ingredient "eggs" will usually have a quantity but not a measurement. In this case the word "NONE" or something similar should be entered into the measurements list to indicate that the measurement does not apply. The resulting recipe entry will look like this:

	QUANTITY	MEASUREMENT	INGREDIENT
2		NONE	EGGS

One special feature of the ingredients section of the recipe card is the ability to order the ingredients. This is done by highlighting an ingredient in the list, and while holding the left mouse button down, dragging the ingredient into the proper order. **Recipe Maker** will remember the order of the ingredients and maintain that order each time the recipe is referenced.

After a recipe has been completely entered, it can be added to the database by clicking on the **SAVE** pushbutton on the **RECIPE CARD** window.

Updating a recipe is similar to adding a new one, except all of the recipe information already exists on the screen. When the **RECIPE CARD** window is displayed, click on the **OPEN...** pushbutton. **Recipe Maker** will display a list of all of the recipes that currently exist in the database. A specific type of recipe can be displayed by selecting the recipe type from the category list. This will enable you to more quickly find a specific recipe. To select a recipe from the list, simply highlight it and click on the **SELECT** pushbutton or double click on the item. After a recipe has been selected, all the data will be displayed on the recipe and instruction cards. The recipe can then be changed and saved in the same manner as described above.

To delete a recipe, click on the **OPEN...** pushbutton, select a recipe, and then click on the **DELETE** pushbutton. **Recipe Maker** will delete the recipe from the database.

To print a recipe, click on the **OPEN...** pushbutton, select a recipe, and then click on the **PRINT** pushbutton. **Recipe Maker** will format the recipe information and print it.

## WEEKLY PLAN AND SHOPPING LIST

The **WEEKLY PLAN** window allows you to plan out an entire week of meals and have **Recipe Maker** compile a shopping list to match your plan. Once this selection has been made, **Recipe Maker** will display a window containing a list for each day of the week plus a miscellaneous list, and a list of all of the recipes in the database. The recipe list can be narrowed down by specifying a recipe type or category from the category list. The way to plan an itinerary is to highlight a recipe in the recipe list, and click on one of the weekday pushbuttons. **Recipe Maker** will place the name of the selected recipe in that day's list. When you have finished planning the week, click on the **CREATE LIST** pushbutton. **Recipe Maker** will compile a list of all the ingredients needed to make the selected recipes.

If you have just created the shopping list from the **WEEKLY PLAN** window, you will most likely want to edit or add to it. After selecting the **SHOPPING LIST** window, **Recipe Maker** will display the shopping list and give you the option to add, change or remove any item, or print the list. You also have the option to indicate the quantity to buy. Once the shopping list has been edited completely, it is then ready to be printed. Turn your printer on and click on the **PRINT** pushbutton. **Recipe Maker** will categorize the list by food group and print out your shopping list.

## WHAT IF...

The **What If...** window allows you to have **Recipe Maker** make recipe suggestions based on selected ingredients. For example, suppose you have chicken and rice and would like some recipe suggestions that contain these ingredients. **Recipe Maker** will quickly search through the recipe database and give you a list of all of the recipes that contain one or both of these ingredients.

When the **What if...** window appears, you will see two list boxes. The first one contains all of the ingredients currently defined in the Ingredients list. The second is the **What if...** list box. Ingredients can be moved from the **Ingredients** list box to the **What if...** list box by either highlighting a selection and clicking on the **Move** push button, or dragging and dropping an ingredient from one list to the other. Ingredients can be removed from the **What if...** list box in the same manner. Once all of your selections have been moved from the **Ingredients** list box to the **What if...** list box, click on the **Suggest** push button. **Recipe Maker** will search the recipe database and display a list of all of the matching recipes. A recipe can then be selected in the same manner as described in the [Recipe and Instruction Card](#) section.

## SPECIAL FEATURES

**DRAG AND DROP** - Whenever an item is being transferred from one list to another, the item may be dragged and dropped. This means that an item can be selected with the mouse pointer, and while still holding the mouse button down, position the mouse pointer on top of the destination entry field. When the mouse button is released the selected item will appear in the entry field. For example, if an ingredient is being added to a recipe, the ingredient can be dragged and dropped from the ingredients list to the ingredient field on the instruction card.

**CLIPBOARD** - The clipboard is a convenient way of transferring data between **Recipe Maker** and other Windows application or between different **Recipe Maker** windows. To use the clipboard functions simply highlight any text that is displayed in an entry field, pull down the **EDIT** menu and choose **COPY** or **CUT**. The **COPY** function will place a copy of the highlighted text in the Windows clipboard. The **CUT** function also places the highlighted text in the clipboard but also removes it from the entry field. To retrieve text from the clipboard, place the cursor at the position inside an entry field where the clipboard text should be inserted or appended. Then pull down the **EDIT** menu and choose **PASTE**. The clipboard text will be placed in the entry field at the cursor position.

**COUPON TRACKING** - **Recipe Maker** will keep track of your coupons by ingredient and indicate to you which items currently have coupons. Both the Ingredients list and the Shopping list windows have an additional **COUPON** button. To enter a coupon for a specific item, highlight the item in the list and click on the **COUPON** button with the mouse. The coupon window will appear allowing you to enter up to six coupons along with the value of the coupon and the expiration date. There is also a notes field for any additional information. Once a coupon has been entered for an item, an \* will appear on the **COUPON** button whenever that item is highlighted in the list. An \* will also appear on the shopping list next to each item that has an associated coupon. When a coupon is used on an item, you should remember to removed it from the coupon list.

**REINDEX** - If for some reason the data files becomes corrupt, **Recipe Maker** provides the reindex function to recover and rebuild the index files. To reindex the data files, pulldown the HELP menu and select REINDEX. This function will rebuild the index files and examine the data files for corrupt data. You should never need to use this function.

# ENHANCEMENTS

The following is a list of the new features and enhancements that have been included in version 2.0 of **Recipe Maker**:

- o Addition of the **What If...** function for recipe suggestions.
- o Addition of Windows 3.0 Help Manager
- o Proportional system font.
- o Increased capacity of Ingredients, Measurements and Food Groups list boxes.
- o Printing has been improved so that recipe descriptions and instructions will print beyond a single page.
- o Dialog menus have been replaced with pushbuttons to allow for easier access.
- o The **Divide by Zero** error when pulling down the Edit menu has been fixed.
- o **Recipe Maker** is fully Windows 3.0 compatible.
- o Color icons.

The following is a list of the new features and enhancements that have been included in version 2.11 of **Recipe Maker**:

- o Ability to print the Weekly Plan.
- o WIN.INI file is updated automatically on startup.
- o Application exiting on a save under Windows 3.1 bug fixed.

The following is a list of the new features and enhancements that have been included in version 3.0 of **Recipe Maker**:

- o Ability to categorize recipes and display recipes by category.
- o Additional preparation text for each ingredient in a recipe.
- o Coupon tracking section and coupon indicator per ingredient.
- o Ability to order ingredients within a recipe.

## **EXITING**

When you have finished using **Recipe Maker**, you should exit via the **EXIT** from the main window's **FILE** menu. If you forget and turn your computer off before exiting, **Recipe Maker** can not guarantee that your recipes have been saved completely. It is very important that you always exit **Recipe Maker** via this selection.

**GOOD LUCK AND EASY SHOPPING!!!**

**NickleWare**  
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**CompuServe: 72730,1002**

This documentation must accompany the **Recipe Maker** software.

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