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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:

<div align="center">

NickleWare
P.O. Box 59823
Renton, Wa.   98058   USA

</div>

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 3.0 or higher
IBM compatible PC 286/386

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 3.0 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 datafiles from the directory where they were created to the new directory you specified in the **DBPath**.

WHAT ARE LISTS

The Measurements, Ingredients, and Food Group lists, are really the heart of the **Recipe Maker** database.   These lists act as three separate buckets that hold all of the information necessary to put your recipes together.   Each time you enter a measurement, ingredient, or food group 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 three 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 three 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 have entered a duplicate.

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 then checks the list to make sure that the changed item is unique and stores 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 choose click on the **REMOVE** pushbutton.   **Recipe Maker** then asks you to confirm the action.   Depending on your response, the action will be completed or canceled.

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.

RECIPE AND INSTRUCTION CARDS

When **RECIPE CARD** is choosen from the main window **FILE** menu, **Recipe Maker** will display blank recipe and instruction cards.   The recipe card consists of the recipe name and description, while the instruction card contains the instructions, quantities, measurements, and ingredients.   The recipe name, description and instruction fields are text entry fields and data can be typed in directly.   Quantities, measurements and ingredients 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 measurment does not apply.   The resulting recipe entry will look like this:

	QUANTITY	MEASUREMENT	INGREDIENT
2		NONE	EGGS

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.   To select a recipe, 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 way to plan out a week 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 then 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 then 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 transfered from one list to another, the item may dragged and dropped.   This means that an item can be selecting 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.

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 2.1 of **Recipe Maker**:

- **o** Ability to print the Weekly Plan.
- **o** WIN.INI file is updated automatically on startup.

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!!!