Contents

About the Program

This program was created for all those recipes that we all have lying around. The Recipe Keeper will allow you to store all those recipes in an easy-to-use format with the ability to search for a set of recipes based on some specified information.

I tried to keep the program simple, so there is not much detail on how to use it.

I like to use keys more than the mouse. Therefore every command that the mouse can do, has a corresponding shortcut key (accelerator) associated with it.

The pull-down menu structure is as follows:
The command is in the first column where the shortcut key, or accelerator, is in the second column. The third column contains a brief description on the commend.
The shortcut key can be used to call the command without use of the mouse.

File

New	control-w	New will reset the program
Open	control-d	Open a Recipe Keeper file
Import	control-m	Import a non-Recipe Keeper file
Add File	alt-a	Add a Recipe Keeper file into the current file
Save	control-s	Save the current file
Save As	alt-s	Save the current file under a new name
Print	control-p	Print the current file
Print Setup	alt-p	Setup the printer
Exit	alt-x	Exit the program
file 1	control-1	Last opened file
file 2	control-2	Second to last opened file
file 3	control-3	Third to last opened file
file 4	control-4	Fourth to last opened file
file 5	control-5	Fifth to last opened file

Edit

Copy Recipe to Clipboard	control-c	Copy one recipe to the Clipboard
Copy All to Clipboard	control-l	Copy all recipes in the to the Clipboard
Copy Recipe from Clipboard	control-v	Copy recipe from the Clipboard
Copy from (formatted)	alt-v	Copy recipe from the Clipboard (formatted)

Options

Add a New Recipe	control-a	Add a recipe to the program
Edit Recipe by Name	control-e	Edit a recipe based on its name
Edit Recipe by Number	alt-insert	Edit a recipe based on its number
Edit the Current Recipe	control-insert	Edit the currently displayed recipe
Delete Recipe by Name	control-d	Delete a recipe based on its name
Delete Recipe by Number	alt-delete	Delete a recipe based on its number
Delete the Current Recipe	control-delete	Delete the currently displayed recipe

Set Startup options	**F2**	Set various startup options
Add/Remove startup file	**F3**	Add or remove a startup recipe file
Set Printer Font	**F4**	Set the printer font type and style
Change Personal attributes		Add or remove your own attributes

Add Cuisine	control-F1	Add a cuisine type
Add Course	control-F2	Add a course type
Add Effort	control-F3	Add an amount of effort
Add Group	control-F4	Add a recipe group
Add Temp	control-F5	Add a serving temperature
Delete Cuisine	control-F6	Delete an added cuisine type
Delete Course	control-F7	Delete an added a course type
Delete Effort	control-F8	Delete an added amount of effort
Delete Group	control-F9	Delete an added recipe group
Delete Temp	control-F10	Delete an added serving temperature

Search

Search by Name	control-n	Do a search based on part or a whole name
Search by Number	alt-n	Do a search based on the recipe number
Search by Ingredient	control-i	Do a search based on an ingredient
Specialized Search	control-z	Do a search based on some set of its attributes
Display all Recipes	control-r	Display all the recipes in the program

Help

Contents	alt-h	Display the **contents** page of the help file
Search Help on	control-h	Display the search page of the help file
Windows Help		Display windows help file
About	**F10**	Various information on the program and its author

The **right mouse button** will bring up a menu that contains the following commands:

Add a Recipe	Add a recipe
Edit Current Recipe	Edit the currently displayed recipe
Delete Current Recipe	Delete the currently displayed recipe
Search by Name	Search for a recipe based on its name
Search by Number	Search for a recipe based on its number
Search by Ingredient	Search for a recipe based on an ingredient
Specialized Search	Search for a recipe based on one or more attributes
Open File	Open a recipe file
Save File	Save the current file

There is currently a maximum of 16,300 recipes that may exist in one file.

The data structure of Delphi limits the capacity, something that may change in the next release of Delphi.

How to Add a Recipe

There are three ways to call the *Add a Recipe* function:

Use the pull-down command under **Options**, or

Use the speed button , or

Use the accelerator key *(Control-a)*

In the window that appears, enter the information in the appropriate field.
One field, *Name*, must be included. The other ten fields are optional.

The eleven fields are:

recipe name,
recipe group,
course type,
cuisine type,
amount of effort,
serving temp,
cooking time,
amount served,
comments,
ingredients, and
directions.

If you try to enter a recipe using the same Name as that of an existing recipe, then you are given the choice of either overriding that recipe (losing the old recipe) or adding a new copy (retaining the old recipe and retaining its duplicate name.)

How to Delete a Recipe

There are three ways to call one of the *Delete a Recipe* functions:
Use the pull-down commands under **Options**, or

Use the speed buttons or

, or
Use the accelerator keys (*Control-d*, *Alt-d,* or *Control-Delete)*

There are three different ways to delete a recipe:
Delete a recipe based on its <u>recipe name</u>. *(Control-d)*
Delete a recipe based on its <u>recipe number</u>. *(Alt-Delete)*
Delete the <u>current recipe</u> in the main window. *(Control-Delete)*

The delete recipe Name command asks for the recipe Name. The program then determines if there is more than one recipe with that Name. If not, then that recipe is deleted. If that recipe Name does not exist, then you are told so. However, if there is more than one recipe with that Name, you must then specify the recipe Number to determine which one of the recipes you really wish to delete. If you do not know the recipe Number, then all the recipes with that name are displayed on the screen so you can see the Number. Then you can specify the recipe Number at that time.

The delete recipe Number command simply asks for the Number of the recipe that you wish to delete. If that recipe exists, then it is deleted.

The delete the Current recipe in the main window command will remove the recipe that is listed in the main window.

How to Edit an existing Recipe

There are three ways to call one of the *Edit a Recipe* functions:
      Use the pull-down commands under **Options**, or

      Use the speed buttons or

, or
Use the accelerator keys *(Control-e, Alt-e,* or *Control-Insert)*

There are three different ways to call the edit a recipe.
      Edit based on the <u>recipe name</u>. *(Control-e)*
      Edit based on the <u>recipe number</u>. *(Alt-Insert)*
      Edit the <u>currently</u> displayed recipe. *(Control-Insert)*

The edit recipe Number commands asks for the Number of the recipe that you wish to edit. If that recipe exists, then it is displayed for editing.

The edit recipe Name command asks for the Name of recipe that you wish to edit. Then the program determines if there is more than one recipe with that Name. If there is not, then that recipe is displayed for editing. If no recipes exist with that Name, you are told so. However, if there is more than one recipe with that Name, you must then specify the recipe Number to determine which one of the recipes you really want to edit. If you do not know the recipe Number, then all the recipes with that Name are displayed on the main screen so you can see the Number. If you do specify the recipe Number, then that recipe is displayed for editing.

The edit the currently displayed recipe will edit the recipe that you can see in the main window.
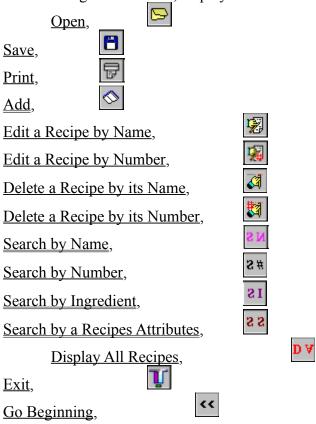
About the Main Screen

The main screen shows the information for one recipe.
If you have not yet searched for a recipe, then the fields are blank.
There are twelve attributes in this window.

They are:
recipe name,
recipe number,
recipe group,
course type,
cuisine type,
amount of effort,
serving temp,
cooking time,
amount served,
comments,
ingredients and,
directions.

The current recipe is listed below these fields.

There are eighteen buttons, displayed in the following order:

Open,

Save,

Print,

Add,

Edit a Recipe by Name,

Edit a Recipe by Number,

Delete a Recipe by its Name,

Delete a Recipe by its Number,

Search by Name,

Search by Number,

Search by Ingredient,

Search by a Recipes Attributes,

Display All Recipes,

Exit,

Go Beginning,

Go Left, [<]

Go Right and, [>]

Go_Ending. [>>]

To display the recipes on the main screen, you need to create a <u>search list</u>. This search list is all the recipes that met a search you just performed or it could be all the recipes in the program. All the recipes in the program are displayed on the main screen after a file is loaded or you call the command <u>display all</u>.

After a search list has been created you may traverse the recipes in four ways: Go to the beginning of the list, display the previous recipe, display the next recipe or, go to the last recipe. You use either one of the corresponding keys or the button under the title bar or move in the search list.
They are:
      Go to the beginning of the list:
            Keys: **B**, **b**, **H**, **h**, **{**, **[**, or **F5** (function key 5);
            Button: [<<]
      Display the previous recipe:
            Keys: **P**, **p**, **J**, **j**, **<**, **,**, or **F6** (function key 6);
            Button: [<]
      Display the next recipe:
            Keys: **N**, **n**, **K**, **k**, **>**, **.**, or **F7** (function key 7);
            Button: [>]
      Go to the ending of the list:
            Keys: **E**, **e**, **L**, **l**, **}**, **]**, or **F8** (function key 8).
            Button: [<<]

There are seven keys that can perform each movement. This is to allow flexibility when using the program. I chose the first letter of the command and some sequences of letters as the movement keys.

How to Search for a set of Recipes

There are five different ways to call one of the *search for a recipe* functions:
    By its <u>name</u>, *(Control-n)*
    By its <u>recipe number</u>, *(Alt-n)*
    By its <u>ingredient</u>, *(Control-i)*
    By a set of its <u>attributes</u> or, *(Control-z)*
    Display all the recipes and search through them yourself. *(Control-r)*

Each way allows you to specify some information.

The recipes that fall in the range that you specified are displayed.

How to copy to and from the clipboard

You may copy *to* the Windows clipboard:
    The current recipe in the main window, or
    All the recipes in the recipe search list. (Only the first 25 recipes in the search list are copied. This a limitation of Delphi 1.0.)

Both commands are accessible though the pull-down menu, *Edit*, or with their accelerator keys: *Control-c* copies the current recipe displayed on the main screen   to the clipboard; Con*trol-l* copies all the recipes in the current search list to the clipboard.

To paste *from* the clipboard into the Recipe Keeper, you may use either the pull-down menu, *Edit*, or one of the accelerator keys; either *Control-v* or *Alt-v*.

When using *Control-v,* the program assumes the following format:
    Line 1: The name of the recipe.
    Line 2: The course type of the recipe (dinner, lunch, etc...).
    Line 3: The estimated amount of effort the meal take to prepare.
    Line 4: The meal group that the recipe falls under (meat, dairy, etc...).
    Line 5: The ethnic background of the recipe.
    Line 6: The serving temperature for the recipe.
    Line 7: Number of people that the recipe serves (a whole number, from 1 to 99999).
    Line 8: Time to cook or prepare the recipe (format **hh:mm**, h=hours; m=minutes; colon must be the third character).
    Line 9: A comment line.
    Line 10: Ingredients - one per line, with no blank lines
    (A blank line)
    Directions - the balance of the clipboard contents
    (End of clipboard)

When using A*lt-v,* the program assumes the following format:

The keyword at the beginning of the line, immediately followed by a colon (with no intermediate space), designates the attribute that follows it.

Use only the following keywords:

Name:	The name of the recipe.
Course:	The course type of the recipe (dinner, lunch, etc...).
Effort:	The estimated amount of effort the meal take to prepare.
Group:	The meal group that the recipe falls under (meat, dairy, etc...).
Cuisine	The ethnic background of the recipe.
Temp:	The serving temperature for the recipe.
Serves:	Number of people that the recipe serves (a whole number, from 1 to 99999).

Time:	Time to cook or prepare the recipe (format **hh:mm**, h=hours; m=minutes; colon must be the third character).
Comment:	A comment line.
Ingredients:	Ingredients (do not put anything else on this line).
Directions:	Directions (do not put anything else on this line).

A line that does *not* have one of these keywords will be interpreted as:
 An Ingredient line.
 A Direction line.
 Nothing; it will be disregarded.

Once the keyword **Ingredients:** is located, all following lines without a keyword are interpreted as ingredient lines.

Once the keyword **Directions:** is located, all following lines without a keyword are interpreted as direction lines.

Prior to locating either the **Ingredients:** or **Directions:** keywords, a line without a keyword is disregarded.

If *more* than *one* line with the *same* keyword is found, then only the *last* occurrence is used. However, multiple occurrences of the **Ingredients:** or **Directions:** keywords will *add* the contents of the line to the most recently found group. So, alternating **Ingredients:** or **Directions:**, sections are possible, as *all* lines are added; never replaced or disregarded.

All the information received and interpreted from the paste is placed in an Add Recipe window.

You may then modify the information before selecting *ok* which will then do the actual adding to the recipe list.

If you would prefer some other format for reading from the clipboard (into the Add a Recipe window), then e-mail me with your suggested format.
I do not have problem revising the format to suit the popular vote.

Refer to **Contacting the Author** under the **Contents** page.

Adding or Removing types to the attributes of the Recipe Keeper

The Recipe Keeper allows a certain amount of customizing.

There are five attributes that may be customized by adding types to them:
       <u>recipe group</u>,
       <u>course type</u>,
       <u>cuisine type</u>,
       <u>effort amount</u>,
       <u>serving temp</u>.

The new attributes are inserted automatically into the proper fields.
(The previously-existing types will still be present.)

You may also delete the attributes that you added.
To do this you just select the attributes that you want to remove and hit **ok**.

Both sets of commands, Add and Delete are available under the pull-down menu **Options | Change Personal Attributes.**

Installing and uninstalling the Recipe Keeper

To install, simply put all the files from the zip file into the same directory. The *RECKEEP.INI* file must go in your WINDOWS directory.

Or, run SETUP.EXE

Setup will ask you if you want to install the icon in Program Manager (or the Start Menu Programs, for Windows 95), and to associate the files that have the extension, **.rkp**, with The Recipe Keeper program.

This will allow you to double-click on any recipe file with the **.rkp** extension, and will start The Recipe Keeper with that recipe already loaded.

To uninstall, delete all the files in the recipe keeper directory, and the file *RECKEEP.INI* from the WINDOWS directory.

If the installation program does not work, just do what the first paragraph says.

The Name Attribute

Where the name of the recipe is located.
The name can be from 1 to 40 characters long.
This is the only field that *must* be specified
　　　　when adding a recipe.

The Group Attribute

Where the group type of the recipe is located.
Use this to describe the type of food, such as: Meat,
Vegetable, Vegetarian, etc...
This field can be from 1 to 20 characters long.

The Course Attribute

Where the course type of the recipe is located.
Use this to describe when the recipe is most likely
served: Dinner, Lunch, etc...
This field can be from 1 to 20 characters long.

The Cuisine Attribute

Where the cuisine type of the recipe is located.
Use this to describe the ethnic nature of the food: American,
Mexican, etc...
This field can be from 1 to 20 characters long.

The Amount of Effort Attribute

Where the effort amount of the recipe is located.
Use this to describe the relative complexity of the recipe
preparation.
This field can be from 1 to 20 characters long.

The Serving Temp. Attribute

Where the serving temperature of the recipe is located.
Use this to describe if the recipe is served: cool, hot,
warm, etc...
This field can be from 1 to 20 characters long.

The Total Cooking Time Attribute

Where the total cooking, or preparation, time of the
recipe is located.

Some recipes are cooked, then cooled,
then cooked again. So, use this mainly as a searching
instrument, more than for the total cooking time of
the whole recipe.

This field is simply for an overall estimate of the total
cooking time.

The correct form for the time field is: **00:00**.

All four digits (0-9) are required, and the colon must
appear in the third position.

The Number of People Served

Where the number of people served by the recipe is located.

The number must be a whole number between 0 and 99999

The Comment Attribute

Where the comments of the recipe is located.
Use this to provide some extra information
about the recipe.
This field can be from 1 to 40 characters long.

The Ingredients Attribute

Where the ingredients of the recipe are located.

You may enter the ingredients of the recipe here. There is room for 1,000 characters.

Please note that this total includes the **Enter** key, the **Tab** key, and any other key that you type.

The Directions Attribute

Where the Directions of the recipe are located.

You may enter the directions of the recipe here.
There is room for 2,000 characters.

Please note that this total includes the **Enter** key,
the **Tab** key, and any other key that you type.

How to Open an Existing Recipe File

To open a file, type the name of the file
in the name field.

The file should have the extension: **.rkp**

How to Save a Recipe File

To save a file, type the name of the file
in the name field.

The file should have the extension **.rkp**

Override

If you select *add new* this recipe will be added to the recipe list while keeping the old recipe with the same name in the <u>recipe list</u>.

If you select *replace old* then the new recipe will replace the old recipe with the same name in the <u>recipe list</u>.

The Attribute Fields of the Recipe Keeper

The attributes of a recipe assist in its retrieval at a later time.

The attributes are:
  name of the recipe,
  recipe group,
  course type,
  cuisine type,
  effort amount,
  serving temp.,
  cooking time,
  people served,
  comment,
  ingredients,
  directions.

Search for a Recipe by an Ingredient

There are three ways to call a *search for a recipe by its Ingredients* function:
      The pull-down command under *Search*, or
      The keys C*ontrol-i,* or

      The speed button, , under the title bar.

To search for a recipe, you must specify the Ingredient to search for.
All recipes with that ingredient will be displayed.

When searching, use the singular tense of the word, e.g. egg.
This will locate recipes with one or more eggs.

Search for a set of Recipes based on its Attributes

There are three ways to call a *search for a recipe by its Attributes* function:
> The pull-down command under *Search*, or
> The keys C*ontrol- z,* or

> The speed button, [22], under the title bar.

To search for a recipe you must specify one or more of the Attributes in
the window that appears.

Then select one (or more) of these Attributes by:

> Checking the box to the left of the Attribute.
> Then selecting the word inside the attribute box that you want to search for.

All boxes that you do not check will remain unselected and will not be added to the search type.

All recipes with those specified attributes will be displayed.

Search List Definition

The search list contains the list of recipes
that you last searched for.

Recipe List Definition

The recipe list contains all the recipes
that exist in the program.

Print Recipes

There are three different print options.
          Print all the recipes in the program, or
          Print all the recipes in the search list, or
          Print a selected number of recipes from the program.

To print all the recipes in the program, select the **all** button, click **ok**.

To print all the recipes in the <u>search list</u>, select the **selection** button, click **ok**.

To print a number of recipes in the program, select the **pages** button. Enter the starting and ending recipe numbers that you want to be printed. Click **ok**. All the recipes that fall in between, and including, the two numbers will be printed.

The **copies** location will allow you to specify the number of copies that you want printed. (1 mean a single copy, etc...)

Exiting the Program

There are five ways to *Exit* the program:

      The pull-down menu command under **File**, or

      The keys *Alt-x*, or

      The keys *Alt-F4*, or

      The Windows Command menu (or the ⊠ within the title bar for Win95), or

The Exit button, 🔲, under the title bar.

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Contacting the author

To contact the author about anything related to the program, whether it be a comment, concern, suggestion, question, or anything that you want, my e-mail address is:
n9340537@henson.cc.wwu.edu.

Since this program is being released as freeware, I would like to hear anything you have to say about it.

I mean it, its my first try at the shareware/freeware community.
I want to here how people like it or do not like it.
I will make every effort to reply to all questions asked.

I will be releasing it on Windows 95 as soon as I get the time and the new Delphi for Win95.

Thanks to everyone who has e-mailed me.
I have acted on or considered each suggestion so far.

I would like to thank two people who have helped me:
      Jerry Kielley, who tested and gave me ideas for the program, and
      David Hook, who edited my help file.

Shane Tangen

New file

There are two ways to call the *new file* function:

> The pull-down menu under *File*, or
> The accelerator key *(Control-w)*

This is the way to remove all the
recipes from the Recipe Keeper.

It clears the recipe and search lists
and sets the program to the new state.

Search for a Recipe by its Name

There are three ways to call a *search for a recipe by its Name* function:
  The pull-down command under **Search**, or
  The keys C*ontrol-n,* or

  The speed button, , under the title bar.

There are three ways you may search for a recipe by its name:
  A full Name search, or
  A partial Name search, or
  Search for one recipe with all recipes listed.

If you search for the full Name, that Name must match exactly,
including any Spaces. No distinction is made between un-capitalized
and capitalized words.

If you search by partial Name, any match in the Name is sufficient.

If you search for one recipe with all the recipes listed. You may type the name of the recipe in the
field above the list of recipes. The closest match will be highlighted in the list of recipes. The
currently highlighted recipe name will be displayed in the main window after **ok** is hit.
Alternatively you may double click on any recipe name in the recipe list, that recipe will be
displayed in the main window.

All recipes that have the specified Name will be displayed in the
search list.

Multiple Recipe Overwrite

There is more then one recipe in the recipe list that has the same Name as the recipe you are overwriting.

The recipe Number is necessary to distinguish which recipe should be replaced.

Select **yes** if you know the recipe Number that you wish to replace, or select **no** if you do not know the recipe Number.

If you select **no,** then the new recipe will be added to the Recipe List without replacing any other recipe. All the recipes with that Name will then be displayed in the main window. This way you may find the recipe that youwished to overwrite and then you may delete it.

Set the Program Options

There are two ways to call the *Set the Program Options* function:
> Pull-down menu **Options**
> Accelerator key, *F2*

There are different options that may be set, so that on the next execution of the program, the program will use the saved specifications.

These are: the size of the main window; the location of the main window; whether the Add and Edit a Recipe windows mirror the location and size of the main window, and whether the program uses a font size of eight or ten.

These options may be specified in any combination. For example:
> You could specify the location of the window, but not the size.
> You could specify neither the location nor the size of the main window, but that the Edit a Recipe window should mirror the size and location of the main window.

When specifying that the Add a Recipe window or Edit a Recipe window mirror the size and location of the main window, the size in width of main window may be smaller. This is not a bug in the program. This is because the main window can take a width that is less than the width of the Add a Recipe window or Edit a Recipe window. However, if the main window is not taken to its minimum size, then you will never even notice.

Specifically the options that may be saved are:
> The position from the left-hand side of the screen that the left side of The Recipe Keeper will start at.
> The position from the top of the screen that the top of The Recipe Keeper will start at.
> The width of The Recipe Keeper.
> The height of The Recipe Keeper.
> If the Add a Recipe window will have the same size and location as the main window.
> If the Edit a Recipe window will have the same size and location as the main window.
> Use font size of eight or ten.

To set an options, you must check the appropriate box.
To remove an option, simply un-check the appropriate box.

The program will automatically have the Add a Recipe and Edit a Recipe window mirror the size and location of the main window when specified.
A change in the font size will not take effect until the next time the program is executed.

The exact location and/or size will be saved when the program is exited.
This means that you must position the main window to where you want it when you exit.

If you want the main window to be maximized when the program begins, you must check at least one of the size/location boxes and the program must be maximized when you exit.

The location and size of the Add a Recipe and Edit a Recipe dialog will be taken from the current size and location of the main window while the program is running.

If you change the font size, continue running the program and notice that there is a formatting error in the Add a Recipe or Edit a Recipe windows, Exit and restart the program. This will happen when Windows has low memory resources and can not redraw the screen fast enough.

Designate a Start up File

There are two ways to call *Designate a Start up File* function:
> Pull-down menu **Options**
> Accelerator key, *F3*

This file, when specified, will be loaded as the program begins, except in the following three cases:

> When you specify a file on the command line, by either double-clicking a Recipe Keeper file, or add it to the command line options in Program Manager (Start Menu for Win95 users.)
> If the file does not exist.
> If there was an error in loading the file.

The Designate a Start-up File window has four options:
> **Yes:** will display another window to help you find the file that is to be designated the start-up file.
> **No:** will delete the current start up file, so that nothing will load when the program begins.
> **Cancel:** will cancel the operation, retaining any previously-set options.
> **Help:** this file.

Set the Printer Font and Pitch Size

There are two ways to call *Set the Printer Font and Pitch Size* function:
      Pull-down menu **Options**,
      Accelerator key, *F4*

This will allow you to specify the font type and the pitch size.

These specifications will take effect when you print the recipe file.

Once established, the settings are preserved, and used whenever the program is executed.

Importing External Files

There are two ways to call the *Import External Files* function:
> Pull-down menu **File**
> Accelerator Keys. *(Control-m)*

You may import files that were created by other programs. This eases the task of adding recipes to The Recipe Keeper.

There are currently seven other formats that can be accepted:
> A plain text file, with the information in specific rows.
> A formatted text file, with a key word denoting the type of information which follows it.
> Older Recipe Keeper files   prior to version 2.50.
> Meal Master normal text file.
> Meal Master input text file.
> Meal Master output text file.
> Meal Master BBS text file.

The specifics on these files follows:

> The plain text file has all the information arranged by lines.
>> Line 1. The name of the recipe.
>> Line 2. The course type of the recipe. (dinner, lunch, etc...)
>> Line 3. The estimated amount of effort the meal take to prepare.
>> Line 4. The meal group that the recipe falls under. (meat, dairy, etc...)
>> Line 5. The ethnic background of the recipe.
>> Line 6. The serving temperature for the recipe.
>> Line 7. Number of people that the recipe serves (a whole number, from 1 to 99999).
>> Line 8. Time to cook or prepare the recipe (format **hh:mm**, h=hours; m=minutes; colon must be the third character).
>> Line 9. A comment line.
>> Line 10 Ingredients - one per line, with no blank lines
>> (a blank line)
>> Directions - After the blank line, to the end of file:
>> End of Recipe: **-----** (Exactly five dashes. Nothing extra)

>> The five dashes signal the end of the recipe.
>> The next recipe will follow.
>> To signal the end of the file, either use the five dashes or do nothing.

> The formatted text file requires the following structure:
>> The first recipe comprises all the text, from Line 1 through to the first line that has five dashes. Except for the recipe Name, which is a compulsory field, you may include as few, or as many, of the attribute keywords described below.

The keyword at the beginning of the line, immediately followed by a colon (with no intermediate space), designates the attribute that follows it.

Use only the following keywords:

Name: The name of the recipe.

Course: The course type of the recipe (dinner, lunch, etc...).

Effort: The estimated amount of effort the meal take to prepare.

Group: The meal group that the recipe falls under (meat, dairy, etc...).

Cuisine The ethnic background of the recipe.

Temp: The serving temperature for the recipe.

Serves: Number of people that the recipe serves (a whole number, from 1 to 99999).

Time: Time to cook or prepare the recipe (format **hh:mm**, h=hours; m=minutes; colon must be the third character).

Comment: A comment line.

Ingredients: Ingredients (do not put anything else on this line).

Directions: Directions (do not put anything else on this line).

A line that does *not* have one of these keywords will be interpreted as:
  An ingredient line.
  A direction line.
  Nothing; it will be disregarded.

Once the keyword **Ingredients:** is located, all following lines without a keyword are interpreted as ingredient lines.

Once the keyword **Directions:** is located, all following lines without a keyword are interpreted as direction lines.

Prior to locating either the **Ingredients:** or **Directions:** keywords, a line without a keyword is disregarded.

If *more* than *one* line with the *same* keyword is found, then only the *last* occurrence is used. However, multiple occurrences of the **Ingredients:** or **Directions:** keywords will *add* the contents of the line to the most recently found group. So, alternating **Ingredients:** or **Directions:**, sections are possible, as *all* lines are added; never replaced or disregarded.

Older Recipe Keeper files   prior to version 2.50.

There have been substantial changes in the internal data structure for storing the recipes. Recipes created with older versions are not compatible with version 2.50. You may convert the older recipe files to the current data structure with this option.

Four different Meal Master specific file formats.

Recipe Keeper can read a recipe compatible with the Meal Master program. Either a format suitable for import into Meal Master, or any of the three file formats that the Meal Master saves a recipe in, can be read by the Recipe Keeper program. Please consult the Meal Master documentation for further help.

Look at <u>Interacting with the Clipboard</u> for examples of both text file types.

As time passes, Ill work on other program formats to permit importation into Recipe Keeper.

Searching by Recipe Number

There are two ways to call the *Search by Recipe Number* function:
      Pull-down menu **Search**
      Accelerator key, *(Alt-n)*

Here you can specify the number of the recipe.
If that recipe exists it will be displayed.

Deleting by Recipe Number

There are two ways to call the *Search by Recipe Number* function:
      Pull-down menu **Options**
      Accelerator key, *(Alt-Delete)*

Here you specify the Number of the recipe
that you want to delete.
If that recipe exists, it will be deleted.

Editing by Recipe Number

There are two ways to call the *Edit by Recipe Number* function:
      Pull-down menu **Options**
      Accelerator key, *(Alt-Insert)*

Here you specify the Number of the recipe
that you want to edit.
If that recipe exists then it will be displayed
in the Edit a Recipe window.

Displaying all the Recipes

There are two ways to call the *Display all the Recipes* function:
>Pull-down menu **Search**
>Accelerator key, *(Control-r)*

This will display the recipes in The Recipe
Keeper in the main window.

Display the Previous Recipe

There are two ways to call the *Display the Previous Recipe* function:

Button

Accelerator keys, *P, p, J, j, <, ,,* **F6**

This will let you see the recipe that
(alphabetically) precedes the current recipe.

Display the Next Recipe

There are two ways the call the *Display the Next Recipe* function:

Button

Accelerator keys, *N, n, K, k, >, .,* **F7**

This will let you see the recipe that (alphabetically) follows the current recipe.

Edit the Recipe by its Name

There are two ways to call the *Edit the Recipe by its Name* function:

        Pull-down menu **Options**
        Accelerator key, *(Control-e)*

Here you edit the recipe based on its Name.

Customizing the Recipe Keeper

There are four ways that you can customize The Recipe Keeper.

Keeping the size and location, *(F2)*, of the main window from the last time it was executed. The Add a Recipe and Edit a Recipe windows mirror the size and location of the main window.

Add a default file *(F3)* that is loaded when The Recipe Keeper is executed.

Specify the font type and size for printing *(F4)*

Adding your personal types to the attribute fields.
(Control+F1 through F10)

F1: Add a cuisine   *F2*: Add a course
F3: Add an amount of effort *F4*: Add a group
F5: Add a serving temp.   *F6*: Delete a cuisine
F7: Delete a course   *F7*: Delete an amount of effort
F9: Delete a group   *F10*: Delete a serving temp.

All commands are under the pull-down menu **Options**

Deleting a Recipe by its Name

There are two ways to call the *Delete a Recipe by its Name* function:

Pull-down menu **Options**
Accelerator key, *(Control-d)*

Here you can delete a recipe based on its Number.

Deleting the Current Recipe

There are two ways to the *call Delete the Current Recipe* function:
>>Pull-down menu **Options**
>>Accelerator key, *(Control-Delete)*

Here you are able to delete the recipe showing in the main window.

Adding a New File to the Current File

There are two ways to call the *Add a New File to the Current File* function:
        Pull-down menu **File**
        Accelerator key, *(Control-m)*

Here you are able to add a new file to the current file, without closing the current file.

This is the same as combining both files together.

Editing the Current Recipe

There are two ways to call the *Edit the Current Recipe* function:

          Pull-down menu **Options**
          Accelerator key, *(Control-Insert)*

Here you may edit the recipe that is being displayed in the main window.

Go to the beginning of the Search List

There are two ways to call the *Go to the beginning of the Search List* function:

Button

Accelerator keys, *B, b, H, h, {, [,* **F5**

This will display the first recipe in the Search List.

Go to the ending of the Search List

There are two ways to call the *Go to the ending of the Search List* function:

Button >>

Accelerator keys, *E, e, L, l, },]*, **F8**

This will display the last recipe in the Search List.