



Grocery Manager

I got the idea for Grocery Manager from watching my wife plan her grocery shopping trip. We go grocery shopping every two weeks, and before shopping it helps to know what to buy. My wife would sit down with a blank piece of paper, decide what to have for dinner every night for two weeks, and then make a shopping list (from memory) of all the items needed to make each of the dinners on the menu. After coming back home with our groceries, we would immediately start a "what we forgot" list. To put off going back to the grocery store as long as possible to get the forgotten items, we would shuffle around the dinners, placing the ones that we didn't have all the ingredients for at least a week away on the menu.

A Word Before You Proceed

After you read all this, it might sound like a lot of work to use Grocery Manager for Windows (GMW). It takes some effort to get it set up, but after the bulk of the information is entered, GMW's usefulness will be seen. Once you have your information entered, all that is required is to choose what meals you want to have on which day, add in the miscellaneous items that you want on the shopping list (this is optional), and then create and print the shopping list.

GMW Help File

On-line help is available in GMW. The on-line help includes all the instructions in this file, and more! If you want the most complete information about GMW, use the on-line help. To get information about a certain screen in GMW, open that screen and press the F1 key. The help file will display information specific to that screen.

Setting up GMW to Work for You

Before actually using GMW, it would be easiest to have the following information ready so that you can enter everything at once:

- 1) A list of meals, the ingredients and the quantities needed to make each meal.
- 2) The aisle names in the grocery store you shop at.
- 3) The aisle that each ingredient is located on in the grocery store.
- 4) How much of each item you currently have at home.

Items 2-4 are not mandatory, but if these features are used, GMW will provide a shopping list that is organized by how you traverse the grocery store, and will take into account what items you already have at home so that you don't buy more than you really need of an item. At first, you could just enter item #1, and later, after you gather the other information, enter them.

TIP: Print out the file "FORM.TXT" that is in your GMW directory. This form will help you gather your information to enter into GMW.

How to Enter information into GMW

Throughout this explanation, a Spaghetti dinner will be used as an example:

Spaghetti Dinner:

- 1 bag spaghetti noodles (found on aisle 5 and you have 1 bag at home)
- 1 jar spaghetti sauce (found on aisle 6 and you have 1 jar at home)
- 1 lb. ground beef (found in the Meat section and you have 1 lb. at home)
(entering the aisle and quantity you have at home is optional)

Units of Measurement

First, go to the Edit/Units of Measurement (UM) screen, and enter every Unit of Measurement that you will use. For the above example you would enter "bag", "jar", and "lb.".

Aisles

Next, go to the Edit/Aisle screen and enter the aisle names. Most grocery stores number their aisles, so you could just enter the numbers for all the aisles at this time (entering Aisles is optional). For the above example you would enter "5", "6", and "Meat".

Ingredients

Now you will enter the ingredients that will be used for all meals. At this time you are just entering ingredients that are not yet associated with any particular dish, so if a can of tomato paste is used in three different meals, it only has to be entered once. Go to the Edit/Ingredients screen and enter each ingredient. Here is what would be entered for the spaghetti dinner:

<u>Name</u>	<u>UM</u>	<u>Aisle</u>	<u>On Hand</u>
Spaghetti Noodles	Bag	5	1
Spaghetti Sauce	Jar	6	1
Ground Beef	Lb.	Meat	1

Dishes

Now enter the Dishes. Go to the Edit/Dishes screen and enter the information for each dish. Here is what would be entered for the spaghetti dinner:

Dish Name = Spaghetti

<u>Ingredients</u>	<u>Qty</u>
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Spaghetti Noodles	1
Spaghetti Sauce	1
Ground Beef	1

When selecting an ingredient, you can only pick from the ingredients that already have been entered and saved on the Edit/Ingredient screen (the UM automatically displays on the Dish screen because it was already input on the Edit/Ingredient screen).

If you have other things with your spaghetti, like garlic bread or a salad, but wouldn't have the same thing every time you have spaghetti, you wouldn't want to include these things as ingredients of the spaghetti, so make these items Dishes of their own. Enter salad as a Dish Name and enter what you use to make the salad as the Ingredients. Do the same for the garlic bread, and then when you are creating the menu, you can choose which one you want to have with your spaghetti.

After entering all the dishes that you have, you are ready to create a menu. Go to the Create/Menu screen and enter the starting date that you want the menu to begin on, and enter how many days you want the menu to cover. For example, entering Feb. 19, 1992 and 14 days would start the menu on Feb. 19, 1992 and the menu would cover the next 14 days. Press the OK button when you are finished, and you will then be presented with the Create Meals screen. When this screen first displays, you will see the date of the first day that you want the menu to start with (Wed, Feb. 19, 1992, for example), and also what day you are currently planning and how many days total you selected for this menu ("1 of 14", for example). Choose a Dish (up to four per day) by double-clicking on it in the Saved Dishes list. It then appears in the Today's Dishes list. To remove a Dish from the Today's Dishes List, double-click on the Dish you want removed. Use the Spin Button to go to the different days in your menu. You don't have to start with day one and end with the last day on your menu. If you know what you want to have on next Saturday, use the Spin Button to get you to that day, fill in the Dish(es), and go on to whatever day you want to fill in next. Just remember that you must have at least one Dish on each day. When you are done entering Dishes, click on the Done Button, Create Meals screen will close.

TIP: If you go out to eat on a certain day, you obviously wouldn't want to plan a meal for that day. To take care of this on the menu, enter a Dish with the name "Eat Out", and don't enter any ingredients. Choose "Eat Out" as the only Dish for that date. The menu will show "Eat Out" for that date, and since there are no ingredients associated with that Dish, nothing will show up on the Shopping List to buy for that meal.

Miscellaneous Items

Next, enter any Miscellaneous Items that you want to appear on the Shopping List (this step is optional). Miscellaneous Items are anything that you would buy at the grocery store that aren't part of a meal, but you would like them to appear on the Shopping List. For example, you could include a box of cookies, or things like detergent or shampoo. To enter miscellaneous Items, first you must enter them on the Edit/Ingredients screen. You can enter anything on this screen, and then select it on the Edit/Misc. Items screen to be included on the Shopping List.

Aisle Sort Sequence

Since it is doubtful that you traverse the grocery store aisles in numerical order, there is a feature called Aisle Sort Sequence. This allows you to determine what order the aisles will appear on the Shopping List when it is printed. For example, a grocery store has aisles 1 through 8, and Meat and Produce sections. You end up traveling

through the store in the following manner: aisles 1-4, Meat, aisles 5-8, and then Produce. The Edit/Aisle Sort Sequence screen allows you to place the aisles in this sequence so that they appear on the Shopping List in that order. If you change the way you traverse the grocery store in the future, the sequence is easily changed. To set up your preferred sequence, go to the Edit/Aisle Sort Sequence screen. The Sort Sequence List displays all Aisles that you have entered and saved on the Edit/Aisles screen. Click on any of the Aisles, and the item will be highlighted and the cursor will change to a horizontal double-arrow. Move the cursor to the Aisle that you want to insert the highlighted Aisle before, and click again. The highlighted Aisle is now repositioned. Do this until you are satisfied with the sequence that the Aisles are in, and then click on the Done button.

Entering a Sort Sequence is optional, but if it isn't done, the Aisles will appear on the Shopping List in the order that they are saved in the Aisle database (which happens to be in alphabetical order).

Now you are ready to create a Shopping List. Go to the Create/Shopping List menu selection, and while the Shopping List is being prepared you will see a message on the screen. When the message disappears, the Shopping List has been made, and you can now display it on the screen or print it. To display it, select View/Shopping List. To print it, select File/Print/Shopping List.

You can also print out the Menu that you created and hang it up somewhere (on the refrigerator, perhaps?) so that you can reference it daily to see what you planned to have to eat each day. Select File/Print/Menu to do so.

Some Details of the way GMW works

When entering data into GMW, you can capitalize anywhere you desire. The capitalized letters will appear on the printouts and View screens exactly as you enter them, but GMW doesn't discern between Potatoes and potatoes, so you can't save both as an Ingredient. You can reuse the same word as an Ingredient and Dish, though. For example, you want to call a Dish "Hamburger Helper", but you also want to use that as one of the Ingredients so you get a box of Hamburger Helper at the grocery store. In this case, Grocery Manager allows the same name to be reused. If ever in doubt, just try it - the worst that can happen is that you'll get a warning message.

The following are maximum lengths for data entered in GMW:

- 1) UM's: 10
- 2) Aisle Names: 10
- 3) Ingredient Names: 30
- 4) Dish Names: 30

Uninstalling Grocery Manager

There are many Windows programs that install files all over your hard drive and also modify your WIN.INI and/or SYSTEM.INI files without telling you what they're up to. Removing programs like this is a guessing game, at best. To keep anyone from lumping GMW into that category of "rude" programs, here's how to completely remove any trace of GMW:

1) First, view the file GMW.INI in your GMW directory. Look for the heading [DLL], and below it will be two items:

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VBRUN100=  
VBISAMMX=
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Beside each of these items will be one of the following:

Installed: The file was copied to your hard drive during the GMW installation.

Overwritten: The file existed on your hard drive, but was chosen to be overwritten during the GMW installation.

Already Existed: The file already existed before the GMW install, and nothing was done to it.

Install Not Used: The GMW installation program wasn't used.

The above information will help you determine whether or not these files existed on your hard drive before GMW was installed.

If the install program copied VBISAMMX.DLL and VBRUN100.DLL during the installation process, you will find them in your Windows directory. If VBRUN100.DLL already existed before Grocery Manager was installed, VBRUN100.DLL will be in one of the directories in your path. With the above information you can decide whether or not these two files should be deleted.

2) Remove all files in the GMW directory and the GMW directory itself.

3) Delete the Program Manager group and/or icon(s), if installed.

That's it! GMW doesn't use WIN.INI or SYSTEM.INI, so there's nothing to remove from these files.

Grocery Manager for DOS

I think there are many people that could put Grocery Manager to good use, but don't have the hardware (or just don't want) to run Windows. With this in mind, I am creating a DOS version of Grocery Manager.

The DOS version will be very similar to the Windows version, including such things as pull down menus and mouse support.

I will sell the DOS version for the same price as the Windows version, but I would make a special offer: anyone who contacts me and expresses their interest in a DOS version would get the registered version for \$20 INCLUDING shipping via First Class Mail. So voice your opinion, and save \$10! Drop a post card in the Mail or CIS email me and let me know if you would be interested in a DOS version. You do not have to be a registered user of Grocery Manager for Windows to voice your opinion. When the DOS version is available, I will contact you, and offer you the special pricing.

This special offer expires after 12/31/92.

A Word from the ASP

"Paul Davison is a member of the Association of Shareware Professionals (ASP). The ASP wants to make sure that the shareware principle works for you. If you are unable to resolve a shareware related problem with an ASP member by contacting the member directly, the ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products. Please write to the ASP Ombudsman at 545 Grover Road, Muskegon, MI 49442 or send a CompuServe message via CompuServe Mail to ASP Ombudsman 70007,3536."

Definition of Shareware

Shareware distribution gives users a chance to try software before buying it. If you try a Shareware program and continue using it, you are expected to register. Individual programs differ on details -- some request registration

while others

require it, some specify a maximum trial period. With registration, you get anything from the simple right to continue

using the software to an updated program with printed manual.

Copyright laws apply to both Shareware and commercial software, and the copyright holder usually retains all rights. Shareware authors are accomplished programmers, just like commercial authors, and the programs are of comparable quality. (In both cases, there are good programs and bad ones!) The main difference is in the method of distribution. The author specifically grants the right to copy and distribute the software, either to all or to a specific group. For example, some authors require written permission before a commercial disk vendor may copy their Shareware.

Shareware is a distribution method, not a type of software. You should find software that suits your needs and pocketbook, whether it's commercial or Shareware. The Shareware system makes fitting your needs easier, because you can try before you buy. And because the overhead is low, prices are low also. Shareware has the ultimate money-back guarantee: if you don't use the product, you don't pay for it.

Grocery Manager is a "Shareware program" and is provided at no charge to the user for evaluation. Feel free to share it with your friends, but please do not give it away altered or as part of another system. The essence of "user-supported" software is to provide personal computer users with quality software without high prices, and yet to provide incentive for programmers to continue to develop new products. If you find this program useful and find that you are using Grocery Manager and continue to use it after the 60 day trial period, you must make a registration payment of \$25 to Absolute Value Software. The \$25 registration fee will license one copy for use on any one computer at any one time. You must treat this software just like a book. An example is that this software may be used by any number of people and may be freely moved from one computer location to another, so long as there is no possibility of it being used at one location while it's being used at another.

You are encouraged to pass a copy of this Shareware version of Grocery Manager to anyone for evaluation. Please encourage them to register their copy if they find that they can use it. All registered users will receive a copy of the latest registered version of Grocery Manager.

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Thanks

My special thanks go to the following people:

Jari Kallonen (CIS# 100020,2452) - VBINST.ZIP

Art Krumsee (CIS# 76702,1526) - VBDOS.ZIP

GMW's install program wouldn't be what it is without their programs. They are available on the MSBASIC forum of CompuServe for anyone to use, free of charge.

There are many people who deserve credit for GRID.VBX, and I don't think all of them are even documented, so I won't try and name anybody for fear of leaving someone out. The View screens use GRID.VBX to display the various reports onscreen. Thanks to all who helped create GRID.VBX!