



## Grocery Manager

I got the idea for Grocery Manager from watching my wife plan her grocery shopping trip. We go 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.

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## **100 ~ Getting Started**

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.

## **101 ~ Example**

### **How to Enter information into GMW**

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

Spaghetti:

- 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)

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."

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.

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:

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

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

Ingredients		Qty
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 this 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 what 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 be for. 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 which Dishes you want for each day (up to four per day) by double-clicking on any Dish in the Saved 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 day 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 that don't have aisle numbers. You end up traveling through the store in the following manner: aisles 1-4, Meat, 5-8, and 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 above, 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.

## **102 ~ Print Menu**

Choosing any of the items from the Print menu will print the appropriate report. If you want to see what the printed report would look like, choose the appropriate item on the View Menu to see the report onscreen.

## **103 ~ Exit**

This selection closes all open windows, and shuts down GMW. If there is any unsaved information in any of the open windows, you will be asked if you want to save before exiting.

## **104 ~ Edit Aisles**

This screen is where you enter Aisles that you will associate with Ingredients. The Aisle names can be up to ten characters long.

The Edit Aisles screen has the following items:

**Name Box:** Type the Aisle that you want to add in this box, then save it.

**Saved Aisles List Box:** All Aisles currently saved in the Aisle database will be in this list box. Double-Clicking on one of them will put it in the Name Box, and you may edit or delete it.

**Save Button:** Click this button to save an Aisle. Saving can also be done by pressing Alt-S.

**Delete Button:** Clicking this button, or typing Alt-D, will delete the Aisle that is in the Name box.

**Clear Button:** Clicking this button, or typing Alt-C, will clear anything that is in the Name box.

**Important information about editing Aisles:**

You can't delete an Aisle that is associated with an Ingredient. You must first remove the Aisle from being associated with any Ingredients, then Delete the Aisle. When you delete an Aisle, it is also deleted from the Aisle Sort Sequence list. When you change an Aisle, the Sort Sequence and Ingredients lists reflect the change. When you save a new Aisle and a Sort Sequence list exists, the new Aisle is appended to the end of the Sort Sequence list.

## **105 ~ Edit Aisle Sort Sequence**

On this screen you can arrange the grocery store aisles in the order that you actually traverse them. For example, if the store has aisles 1-10 and also Meat and Produce sections (that don't have an aisle number), and you go through aisles 1-5, then stop at the Meat section, go through aisles 6-10, and then go to the Produce section, the Shopping List will print in this order.

To set up your preferred sequence, do the following:

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.

Under the List Menu selection are two choices: Default & Undo. Default changes the Sort Sequence to a list of the saved Aisles in alphabetical order. Undo restores the Sort Sequence back to the way it was when you first opened the Sort Sequence screen.

Entering a Sort Sequence is optional, but if it isn't done, the saved Aisles are alphabetically sorted and saved as a Sort Sequence.

## **106 ~ Edit Dishes**

This is where you enter a Dish and associate Ingredients with it. Up to ten Ingredients are allowed per Dish. Each Dish Name can be up to 30 characters long. The Ingredients available to be selected are limited to the ones that have already been saved on the Edit/Ingredients screen.

The Edit Dishes screen has the following items:

**Name Box:** Type the Dish name that you want to add in this box. Click on the button to the right of the Name box to see a list of saved Dishes. Click on any of the saved names to view this Dish.

**Saved Ingredients List:** This is a list of all Ingredients that are saved in the Ingredients database. Double-clicking on any of these selects the Ingredient to be part of the Dish, and it appears in the "Ingredients in Dish" list.

**Ingredients in Dish List:** This is a list of all Ingredients that are part of the current Dish. You may remove any of these Ingredients by double-clicking on it.

**Quantity List:** This is a list of the Quantities that are associated with the Ingredients.

There are several ways to manipulate the Quantities:

- 1) Set the Quantity to the desired number by clicking on the Plus or Minus buttons, located by the Quantity box.
- 2) Type the desired number in the Quantity box. Double-click on the Ingredient you want to add to the Dish, and the Quantity appears beside the Ingredient.
- 3) Clicking on any of the Ingredients in the Ingredients in Dish list highlights it, and then when you use the Plus or Minus buttons, that Ingredients quantity changes accordingly.
- 4) Clicking within the box that contains the Plus & Minus buttons with the left and right mouse buttons performs the same action as clicking on the Plus & Minus buttons, respectively.

**Save Button:** Click this button to save a Dish. Saving can also be done by pressing Alt-S.

**Delete Dish Button:** Clicking this button, or typing Alt-D, will delete the Dish that is in the Name box..

**Clear Button:** Clicking this button, or typing Alt-C, will clear anything that is in the Name, Ingredient, and Quantity boxes.

## **107 ~ Edit Ingredients**

This screen is where the Ingredients that make up the Dishes are entered. Before using this screen, you must have already entered the Units of Measurement that you will want to choose from on this screen (using Aisles is optional).

**Name Box:** Enter the Ingredients name in this box. It may be up to 30 characters long.

**UM Box and UM List:** Double-clicking on a UM will select it to be associated with the Ingredient. It will appear in the UM Box.

**Aisle Box and Aisle List:** Double-clicking on an Aisle will select it to be associated with the Ingredient. It will appear in the Aisle Box. To clear an Aisle from the AisleBox, double-click on the Aisle Box.

There are several ways to manipulate the On Hand quantity:

- 1) Set the quantity to the desired number by clicking on the Plus or Minus buttons, located by the On Hand box.
- 2) Type the desired number in the On Hand box.
- 3) Clicking within the box that contains the Plus & Minus buttons with the left and right mouse buttons performs the same action as clicking on the Plus & Minus buttons, respectively.

**Save Button:** Click this button to save an Ingredient. Saving can also be done by pressing Alt-S.

**Delete Button:** Clicking this button, or typing Alt-D, will delete the Ingredient that is in the Name Box.

**Clear Button:** Clicking this button, or typing Alt-C, will clear anything that is in the Name, UM and Aisle boxes.

## **108 ~ Edit Misc. Items**

This is where you enter items that you want to appear on the Shopping List that aren't part of a meal (entering Misc. Items is optional). For example, you could include things like a box of chocolate chip cookies, or detergent and shampoo.

To enter Miscellaneous Items, first you must enter them on the Edit/Ingredients screen. You can select anything to be a Misc. Item that has been saved as an Ingredient. Choose the Ingredient you want, enter the quantity desired, and click on Save.

**Done Button:** Click this button, or type Alt-O, when you are done changing the Misc Ingredients list. The list is saved,

and the screen closes.

**Delete Button:** Clicking this button, or typing Alt-D, will delete the Misc Ingredient that is highlighted in the Saved Items List. Deleting can also be done by double-clicking on any Misc Ingredient in the Saved Items List.

**Clear Button:** Clicking this button, or typing Alt-C, will remove all items from the Saved Misc Items List.

**Qty Box and Plus/Minus Buttons:** Whatever number is in the Qty Box will be associated with the Misc Ingredient that you double-click on in the Items list. You may update a Misc Items quantity by clicking on any Misc Item in the Saved Items list to highlight it, and then clicking on the Plus or Minus buttons. Changing the quantity can also be done by typing a new number into the Qty box and pressing the return key. Also, clicking within the box that contains the Plus & Minus buttons with the left and right mouse buttons performs the same action as clicking on the Plus & Minus buttons, respectively.

**Sort Menu:** This menu has three choices: On, Off, and Now. These choices pertain to the Saved Items list. When adding Ingredients to the list, the items can be immediately alphabetized when each item is added (On), never alphabetized ( Off ) while adding items, or alphabetized when desired ( Now ). The ability to turn the sorting off is provided in case the sorting routine noticeably slows down your computer (and annoys you). The choices on the Sort Menu can be activated by their shortcut keys: On = Ctrl-N, Off = Ctrl-F, Now = Ctrl-W. The current setting (On or Off) when you leave the Misc Items screen is saved and used when you reenter the screen.

**Note:** The Misc. Items list is saved, and all of the Misc. Items will reappear on every subsequent Shopping List you make unless you delete the items from this screen. There might be items that you buy every time you go to the grocery store, and so you could just leave these items saved and they will appear on the Shopping List every time it is printed.

## **109 ~ Edit Quantities on Hand**

This selection presents you with a list of all saved Ingredients, and lets you manipulate their Quantities on Hand.

**Done Button:** Click this button, or type Alt-O, when you are done changing the Ingredient's quantities. The new quantities are saved, and the screen closes. If there is a saved Shopping List, you will be prompted as to whether or not you want to recreate the Shopping List so that your new Quantities on Hand will be reflected on the saved Shopping List. Click on yes if you want the Shopping List updated, or click on no and it won't be updated.

**Qty Box and Plus/Minus Buttons:** Whatever number is in the Qty Box will be associated with the Ingredient that you click on in the Ingredients list. You may update an Ingredient's quantity by clicking on any Ingredient in the list to highlight it, and then clicking on the Plus or Minus buttons. Changing the quantity can also be done by typing a new number into the Qty box and pressing the return key. Also, clicking near the Plus & Minus buttons with the left and right mouse buttons performs the same action as clicking on the Plus & Minus buttons, respectively.

**Note:** If the selection Allow Negative on Hand Values is selected on the User Setup screen, you will be allowed to enter a negative number in the Qty Box, but the only way to enter a negative number is with the Minus button.

**Zero Qtys Button:** Click on this button, and a dialog box will ask for confirmation that you want to set all the Ingredients Quantities on Hand to zero. Click on yes to zero all quantities.

## **110 ~ Edit Units of Measurement**

This screen is where you enter Units of Measurement (UM's) that you will to associate with Ingredients.

The UM's can be up to ten characters long.

The Edit UM's screen has the following items:

**Name Box:** Type the UM that you want to add in this box. When done, save it by clicking the Save button, or pressing Alt-S.

**Saved UM's List Box:** All UM's currently saved in the UM database will be in this list box. Double-Clicking on one of them will put it in the Name Box, and you may edit or delete it.

**Save Button:** Click this button to save a UM. Saving can also be done by pressing Alt-S.

**Clear Button:** Clicking this button, or typing Alt-C, will clear anything that is in the Name box.

**Delete Button:** Clicking this button, or typing Alt-D, will delete the UM that is in the Name box.

#### **Important information about editing UM's:**

You can't delete a UM that is associated with an Ingredient. You must first remove the UM from being associated with any Ingredients, then Delete the UM. When you change a UM, any Ingredients that it was associated with will reflect the change.

## **111 ~ User Setup**

**Confirmation Prompts:** There are places in GMW where you are asked to confirm the choice you have just made, such as when you delete or update a record. If you don't want these confirmation prompts, click on the check box so the check mark is gone, and these prompts won't happen.

**Short Shopping List:** Checking this box reduces the information when viewing or printing a Shopping List to just the Name of each Ingredient needed to buy, the Aisle it's located on, and the quantity to buy.

**Show Zero Quantities on Shopping List:** This is easiest to explain by showing an example. When Show Zero Quantities is checked, this is what can appear on the Shopping List for a particular item:

-----	Quantity	-----
Needed	on Hand	to Buy
10.00	10.00	-

You don't need to buy any of this item because you need 10 for your current menu, and you already have 10 at home.

If you uncheck the Show Zero Quantities checkbox, this line won't appear on your Shopping List.

**Subtract Quantities Needed:** Checking this box will subtract the quantity needed of each Ingredient on the Shopping List from the quantity on hand for that Ingredient

**Allow Negative on Hand Values:** Checking this box will allow the Ingredient's Quantity on Hand values to be negative numbers in certain situations. Here's an example:

If Quantity on Hand for tuna is 1, Quantity Needed is 3, and you specify on the Add to Inventory screen that you only bought 1 can when you were at the grocery store, the Quantity on Hand amount for tuna would be -1. Here's what happens when the Add to Inventory function is run when **Allow Negative on Hand Values** is selected:

New Quantity on Hand = (Current Quantity on Hand + Quantity Bought) - Quantity Needed

The tuna example would be: New Quantity on Hand = (1 + 1) - 3, so New Quantity on Hand would be -1.



If **Allow Negative on Hand Values** isn't selected, and the above formula's result is less than zero, the Quantity on Hand will be set to zero.

## **112 ~ Create a Menu**

There are two screens used when creating a Menu. They are:

**Menu - Select Days  
Create Meals**

### Menu - Select Days

On this screen you enter the starting and ending dates for the menu. For example, entering a start date of Feb. 14 and an ending date of Feb. 20 would let you plan meals for seven days - Feb. 14 **through** Feb. 20. Use the spin buttons to set the desired dates for the menu to cover. Press the Done button when you are finished, and you will then be presented with the Create Meals screen.

### Create Meals

**Saved Dishes List Box:** This list contains all the Dishes that you may choose from to include on your menu. Double-click on any Dish and it will be added to the Today's Dishes list for the currently selected day.

**Today's Dishes List Box:** 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). Choose which Dishes you want for each day (up to four per day) by double-clicking on any Dish in the Saved Dishes list. To remove a Dish, 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 day 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.

The **Create Meals** title bar will include the dates that your menu covers. For example, the title bar might look like : "Create Meals: 02/19/92 - 02/23/92".

**Pause Button:** Click on this button (or use Alt-A) if you want to temporarily exit for some reason (maybe you forgot to enter a Dish that you wanted to have on the menu). All entries on the Menu are saved, and Resume Menu Creation appears under Create on GMW's main menu bar. This will take you back to where you left off in the Menu.

**Important Note:** If you use the Pause button and then exit and restart GMW, the Resume Menu Creation menu selection won't be available, and you'll have to start your Menu over again.

**Done Button:** When you click on this button (or use Alt-D), each day is checked to see if it includes at least one Dish. If not, you are notified of this, and given an opportunity to correct the problem. When all is ok, The Menu information is saved, and you are now ready to create a Shopping List. Select Create/Shopping List to do so.

**Note:** When selecting a date, GMW makes the following assumptions: If the date is previous to today's date, it assumes you're planning for the next year. For example, if today is 10/25/92, and you select a starting date of 5/10, GMW considers this to be 5/10/93. If today's date is 12/28/92, and you input a starting date of 01/05, GMW considers this to be 01/05/93.

## **113 ~ Create a Shopping List**

Clicking on the Create/Shopping List menu selection generates a Shopping List. While the Shopping List is being prepared you will see a message that says "Creating Shopping List". 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.

## **114 ~ Add to Inventory**

Selecting this presents you with your Shopping List. You can edit the quantities of each item (in case you didn't buy the exact amount on the Shopping List).

**Done Button:** Click on this when you are done editing the quantities, and they will be added to the current On Hand quantities of these items. Using this feature is optional, so if you don't keep track of what you have at home, just ignore this selection.

**Qty Box and Plus/Minus Buttons:** Whatever number is in the Qty Box will be associated with the Ingredient that you click on in the Shopping List. You may update an Ingredient's quantity by clicking on any Ingredient in the list to highlight it, and then clicking on the Plus or Minus buttons. Changing the quantity can also be done by typing a new number into the Qty box and pressing the return key. Also, clicking near the Plus & Minus buttons with the left and right mouse buttons performs the same action as clicking on the Plus & Minus buttons, respectively.

**Note:** The Add to Inventory menu selection will only be enabled if you have created a Shopping List.

## **115 ~ View Menu**

Choosing any of the items on the View menu allows you to view the selected report onscreen. If you want to print the report, choose the item from the File/Print menu.

## **116 ~ Help Menu**

To get help on almost any screen in GMW, press the F1 key.

The **Contents** selection on the help menu will open the Help files contents page.

The **About** selection on the help menu displays the Grocery Manager credits, version number, and author contact information.

## **117 ~ Right Mouse Button**

This is a list of where the right mouse button is used in GMW.

1) On any screen that has the Plus & Minus buttons you may right mouse click in the box that contains these buttons (or near the buttons if they aren't in a box) and it is the same as clicking on the Minus button.

This feature is intended to allow you to increment and decrement the quantity in the Qty Box without having to move the mouse

between the Plus & Minus buttons. This feature is used on the **Edit/Dishes**, **Edit/Ingredients**, **Edit/Misc Items**, **Edit/Quantities on Hand**, and **Create/Add to Inventory** screens.

This list will be expanded in future versions - I have some ideas of how to put the right mouse button to work. Let me hear from you about how you would like to put it to use!

## **118 ~ Some details of how GMW works**

## Entering Data

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. If you enter and save an Ingredient, access that Ingredient later and realize that you forgot to capitalize, you may capitalize the word and resave it ( GMW didn't allow this before v.1.05).

You can reuse the same word as an Ingredient and Dish. 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, GMW 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 the maximum number of characters for data entered in GMW:

- 1) UM's: 10
- 2) Aisle Names: 10
- 3) Ingredient Names: 30
- 4) Dish Names: 30
- 5) Any numeric entry must be less than 10,000 and have no more than 2 digits to the right of the decimal point (format: nnnn.nn)

## 119 ~ 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 that installs files all over the place, 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:  
VBRUN200=  
VBISAMMX=

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.

In your Windows System directory you will find VBISAMMX.DLL and VBRUN200.DLL. With the above information you can decide whether or not these need to 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.

## **120 ~ 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.

Keep an eye out for Grocery Manager for DOS - it will be out soon!