Windows Shopper v2.00

Definitions

Aisle Number

Aisle

The name or number of the location within the store where the item can be found.   This field is used by the Store Shopping List to determine the order   in which items appear on the list.   Aisle "numbers" may consist of any combination of letters and/or numbers.

As Of

As of

08/07/92

The date that the price information was last modified.   This field is filled in automatically.

Best Price

The best (cheapest) unit price among all the stores with prices for the item.   When printing Store Shopping Lists, an item's "buy" mark will appear on the list for the store with the best price.

Best Price Color

The color used on the main display to denote the best price for an item.

Buy Buttons
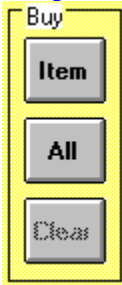
The buttons (**Item**, **All**, and **Clear**) used to control the buy marks for items.   The **Item** button toggles the <u>Buy Mark</u> for the currently selected item in the <u>Items List</u>.   The **All** button sets the Buy Mark for every item in the Items List and the **Clear** button clears every item's Buy Mark.

Buy Mark

The mark used to indicate that an item needs to be bought.   In the <u>Items List</u> of the main display, a letter (**B**) is used; on printed and displayed lists, a check mark (√) is used.

Configuration File

The file (SHOPPER.CFG) in which is stored the most-recent customized configuration.

Context File

The file (SHOPPER.CTX) in which is stored the most-recent values representing the location of the main display window and the size and location of the list display window.

Coupon Buttons
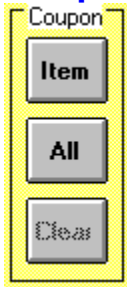
The buttons (**Item**, **All**, and **Clear**) used to control the coupon marks for items.   The **Item** button toggles the Coupon Mark for the currently selected item in the Items List.   The **All** button sets the Coupon Mark for every item in the Items List and the **Clear** button clears every item's Coupon Mark.

Coupon Mark

The mark used to indicate that you have a coupon for an item.   A letter (**C**) is used.

Current Data File

The file from/to which the current data tables contents was read/written.

Default Units

The default units is the units designation that gets assigned initially when new items are created.   The units designation used as the default may be specified from the configuration screen.

Item

The name of something you buy from a store and its associated pricing unit, e.g., "ea", "box", "gal", etc.

Item Price Comparison

Item Price Comparison

Item	Bigg's Purchase Quantity	Bigg's Unit Price	Jungle Jim's Purchase Quantity	Jungle Jim's Unit Price	Phar-Mor Purchase Quantity	Phar-Mor Unit Price
Turkey, Ground (Louis Rich)	1-1 lb	$1.29				
Tylenol Jr.					1-30 ea	12.40
Tylenol Xtra Strngth Gel Caps 500mg	1-1 ea	.00¢			1-150 ea	5.99
Vegetable Oil (Crisco)	1-128 oz	4.45¢				
Vegetable Oil (Wesson)						
Velveeta Lite	1-2 lb	$1.90				

The list which shows side-by-side price comparisons of an item at two or more stores.

Items List

```
Rotini
Salad Dressing, Ranch (HVR Red Cal)
Salad Greens
ScotchBrite Pads
Shampoo (Jhirmack Lite)
Shaving Gel (Edge)
Shrimp, Frozen 250-350 ct/lb
Soft Soap Refill
Soup Mix, Onion (Campbell's)
Soup, Cream of Broccoli
Soup, Cream of Mushroom
Soup, Creamy Chicken Mushroom
Stimudents
Stuffing Mix, Chicken (Stovetop)
Syrup, Maple
```
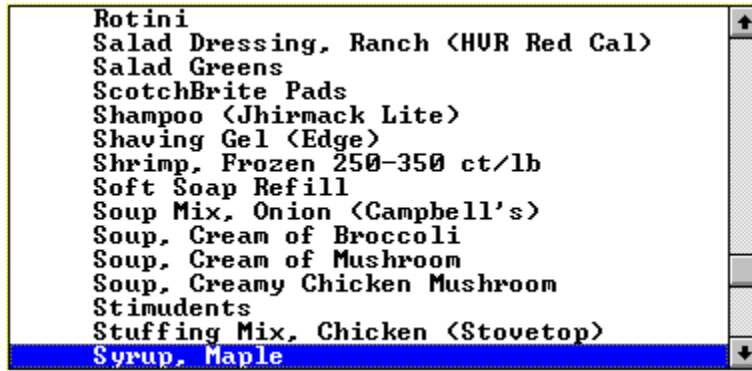
The list box on the main display which contains the item names arranged in alphabetical sequence.

Master Shopping List

12/24/92 12:37

☐ Vegetable Oil (Crisco)		☐ Vinegar, Red Wine
☐ Vegetable Oil (Wesson)		☐ Waffles (Eggo)
☐ Velveeta Lite		☐ Waffles, Mini (Eggo)
☐ Vermicelli		☐ Walnuts

The alphabetized list of all item names with an associated checkbox, suitable for recording the items which need to be bought.   We hang our Master Shopping List on the refrigerator.

Number of Containers

of Containers

```
1
```

The number of bottles, cans, boxes, etc., which need to be purchased at one time.   Some discount stores require that you purchase multiples of an item whereas most grocery stores allow you to purchase single packages.

Preferred Store

⊠ Preferred Store

If set, this checkbox indicates that the current store is the one on whose Store Shopping List the current item is to always appear, irrespective of which store has the best (cheapest) price.   Only one store can be the "preferred store".

Price

# of Containers	Size
1	160
Total Price	**Aisle**
$5.83	
Unit Price	**As of**
3.64¢	12/10/92

☐ Preferred Store

The combination of   number of containers, container size, and unit price for an item which is valid at a single store.   An item's aisle number, "as of" date, and "preferred store" indicator are also considered part of the price information.   It is the existence of a price that allows an item to appear on a Store Shopping List.

Price Buttons

{bml pricebut.bmp

The buttons (**New** and **Delete**) used to create or delete a <u>price</u> entry for the current store.   When the **New** button is activated, a default price entry is created.   You must, of course, edit it to reflect the item's correct number of containers, container size, and total price.   The **Delete** button removes the current item's price entry.

Shareware

A fully-functional copyrighted program which you are free to use, at no charge, for a trial period.   If, after a reasonable time, you continue to use it, you must register it and pay a fee to the program's author.

Shopping Basket Comparison

Shopping Basket Comparison

Item	Bigg's Purchase Quantity	Bigg's Unit Price	Sam's Purchase Quantity	Sam's Unit Price
American Singles (Borden)	1-99 ea	$0.0725	1-99 ea	$0.06
American Singles (Kraft)	1-99 ea	$0.1341	1-99 ea	$0.09

The list showing side-by-side comparisons of item prices at two or more stores.   This list differs from the Item Price Comparison in that only items with prices at all of the selected stores are included. Since most stores use attractively-priced "loss leaders" in their advertising, this list provides a convenient means of comparing store prices on a broader scale.

Size

Size
32

The number of an item's pricing units which are contained in a single container.   For example, the "size" of a 32 oz. bottle of ketchup is "32".

Speed Buttons

The buttons located across the top of the main display which provide an alternate method of initiating commonly used menu options.

Store

The name of a place at which you shop.

Store Shopping List

Store Shopping List for Sam's

Store Aisle		Item	Purchase Price	Unit Price	Total Price
	√	Syrup, Maple	1-32 oz	15.28¢	$4.89
	√	Tampons, (Tampax Super Absorb)	1-72 ea	12.90¢	$9.29
	√	Toilet Bowl Cleaner (Lysol)	3-32 oz	7.12¢	$6.84

The list showing, for each selected store, either all the items for which a price at that store exists or only those items which have been "buy" marked.

Stores List

Store Name

Sam's ▼

The drop-down list on the main display used to choose which store's price is displayed when an entry in the Items List is selected.

Total Price

Total Price

$5.17

The amount you would pay at the associated store for the number of containers, each of "size" units, shown.
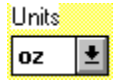
Unit Price

Unit Price

16.16¢

The computed price per unit of an item.

Units

The designation, e.g., "cans", "boxes", "oz", "ea", "gal", etc., identifying the quantity of an item for price comparison purposes.

Units List

Units

oz

The drop-down list on the main display used to choose the pricing units for the currently-selected Items List entry.

Introduction

Windows® Shopper is a comprehensive set of tools which make it easier to manage that sizable portion of your family's budget represented by groceries and household maintenance items.   Its database provides an alternative to a spreadsheet for maintaining comparative prices.   Its Master Shopping List will make it more likely that the items which need to be bought are purchased during scheduled store visits, thereby reducing the number of inefficient "emergency" trips.   The Store Shopping Lists, which automatically separate your needed items into smaller lists for each store and list the items in aisle number sequence, will make the scheduled shopping trips faster and more pleasant.

Written specifically for the Windows environment, Windows® Shopper uses the features of the graphical user interface to simplify entry and management of its data and takes advantage of Windows to adapt to your computing environment.

Requirements

- Microsoft Windows 3.x in Standard or Enhanced mode.
- EGA or higher monitor.
- Mouse
- The library files (included with Windows® Shopper):
  - CMDIALOG.VBX
  - COMMDLG.DLL
  - THREED.VBX
  - VBRUN300.DLL
- Approximately 0.86b of hard disk storage:

File	Size
CMDIALOG.VBX	18,688
COMMDLG.DLL	89,248
SAMPLE.SHP	15,135
SHOPPER.EXE	180,823
SHOPPER.HLP	92,870
THREED.VBX	64,432
VBRUN300.DLL	398,416

Getting Started

Windows® Shopper was created using tools specifically designed to develop Microsoft Windows applications.   As a result, the user interface it employs will appear familiar to anyone who already feels comfortable with Windows itself and other applications written specifically for Windows.   Should you require additional information on the use of the keyboard and mouse or how drop-down menus, dialogue boxes, list boxes, option boxes, etc., are used, please refer to "Part 1 Windows Fundamentals" of your Microsoft Windows® User's Guide.   There are a few cases where non-obvious keyboard or mouse shortcuts have been implemented in Windows® Shopper to make it a little easier to accomplish some tasks; these shortcuts are discussed under their respective topics.

Setting Up Your Database

Printing a Master Shopping List

Marking Items to Buy

Marking Items with Coupons

Printing Store Shopping Lists

Updating Item Prices

Setting Up Your Database

It's important to remember that you can make changes of any nature to your Windows® Shopper database at any time.   Of course, you can't prepare lists using information that hasn't been entered yet, but you needn't worry about a marathon data entry session before you can even begin.

Start with a recent shopping list and enter just the items on it.   With each successive shopping trip, you can user your shopping list and the resulting cash register tape to expand your database.   In no time at all, you'll have a comprehensive list of the items you buy regularly, just exactly the ones Windows® Shopper handles best.

A small sample database (the file "SAMPLE.SHP") has been provided so you can see how we set up our database initially.   Of course, our database has undergone a lot of modification since this sample was created.

Items

Units

Stores

Prices

Items

Editing the list of <u>items</u> is performed from the Edit Items window.   From the main display, choose the **Edit Items** option of the **Edit** menu or select the **I** <u>speed button</u>.   The Edit Items window will be presented.

<u>Add a New Item</u>

<u>Edit an Item   Name</u>

<u>Delete an Item</u>

<u>Assigning a Units Designation</u>

Add a New Item

To add previously undefined <u>items</u>, select the **New** button in the Edit Items window.   When the Add New Item window is presented, type in the item description and, when the description is the way you want it, select the **OK** button.   When the Edit Items window is activated, you'll notice that the new item description is now contained in its list.   Selecting the **Cancel** button in the Add New Item window will abandon the operation.

Edit an Item Name

To edit the description of an existing <u>Item</u>, select the **Edit** button in the Edit Items window (or double-click on the item in the Edit Items window list).   When the Edit Item window is presented, correct the item description using standard Windows text editing techniques to make the description appear the way you want.   The clipboard can also be used to cut and/or paste text.   Selecting the **Cancel** button in the Edit Item window will abandon the operation, leaving the item description as it was.

Delete an Item

To delete an <u>Item</u>, select the **Delete** button in the Edit Items window.   You will be prompted for confirmation of your intent to delete the item.

Assigning a Units Designation

When a new <u>item</u> is created, it is automatically assigned the default <u>units</u> designation.   You may wish to change the units designation assigned to an item.   This is performed from the main display by selecting the desired item in the <u>Units</u> and then choosing the desired units designation from the drop-down <u>Units List</u>.

Units

Editing the list of <u>units</u> is performed from the Edit Units Designations window.   From the main display, choose the **Edit Units** option of the **Edit** menu or select the **U** <u>speed button</u>.   The Edit Units Designations window will be presented.

<u>Add a New Unit</u>

<u>Edit a Units Designation</u>

<u>Delete a Units Designation</u>

Add a New Unit

To add previously undefined <u>units</u> designation , select the **New** button in the Edit Units Designations window.   When the Add New Units window is presented, type in the units designation and, when the designation is the way you want it, select the **OK** button.   When the Edit Units Designations window is activated, you'll notice that the new unit designation is now contained in its list.   Selecting the **Cancel** button in the Add New Units window will abandon the operation.

Edit a Units Designation

To edit an existing <u>units</u> designation, select the **Edit** button in the Edit Units Designations window (or double-click on the units designation in the Edit Units Designations window list). When the Edit Units window is presented, correct the units designation using standard Windows text editing techniques to make the designation appear the way you want. The clipboard can also be used to cut and/or paste text. Selecting the **Cancel** button in the Edit Units window will abandon the operation, leaving the unit designation as it was.

Delete a Units Designation

To delete a <u>units</u> designation, select the **Delete** button in the Edit Units Designation window.   You will be prompted for confirmation of your intent to delete the units designation.

Stores

Editing the <u>list of stores</u> is performed from the Edit Store Names window.   From the main display, choose the **Edit Stores** option of the **Edit** menu or select the **S** <u>speed button</u>.   The Edit Store Names window will be presented.

<u>Add a New Store Name</u>

<u>Edit a Store   Name</u>

<u>Delete a Store</u>

Add a New Store Name

To add previously undefined <u>store</u> names, select the **New** button in the Edit Store Names window. When the Add New Store window is presented, type in the store name and, when the name appears the way you want it, select the **OK** button.   When the Edit Store Names window is activated, you'll notice that the new store name is now contained in its list.   Selecting the **Cancel** button in the Add New Store window will abandon the operation.

Edit a Store Name

To edit the name of an existing <u>store</u>, select the **Edit** button in the Edit Store Namess window (or double-click on the store name in the Edit Store Names window list).   When the Edit Store window is presented, correct the store name using standard Windows text editing techniques to make the name appear the way you want.   The clipboard can also be used to cut and/or paste text.   Selecting the **Cancel** button in the Edit Store window will abandon the operation, leaving the store name as it was.

Delete a Store

To delete a <u>store</u> name, select the **Delete** button in the Edit Store Names Window.   You will be prompted for confirmation of your intent to delete the store name.

Prices

For Windows® Shopper to retain <u>price</u> information, you must specify the <u>item</u> and the store to which the price information pertains.   Editing of price information is performed directly from the main display.

<u>Add a Price</u>

<u>Edit a Price Information</u>

<u>Delete a Price</u>

Add a Price

To create a new <u>price</u> for an <u>item</u>/<u>store</u>, select the **New** Price button on the main display.   A new price entry with default values will be created.   Edit the values as necessary by selecting the desired field and simply typing the new value into it..

Edit Price Information

Select the price information field with the mouse or **TAB** key and simply type in the desired value.

Marking the **Preferred Store** checkbox will tell Windows® Shopper that you wish the current item to always appear on the Store Shopping List for the   current store, irrespective of which store has the best (cheapest) price for the item.   Only one store can be the "preferred store".

Delete a Price

To delete an existing <u>price</u>, select the **Delete** Price button on the main display.   You will <u>not</u> be prompted before the price information is deleted.

Printing A Master Shopping List

As long as at least one <u>item</u> has been defined, you may generate a <u>Master Shopping List</u>. This is the one we hang on our rerigerator instead of the old envelope we used to scribble on. We put an "X" in the checkbox alongside the items we need to buy and write additional items on the bottom of the list.

Marking Items to Buy

When we're ready to go shopping, we take our Master Shopping List to the computer and use it to mark the items we need to buy.   We usually start the session by adding to the database the hand-written items from the bottom of the list.   Then, from the main display, we mark the items we wish to buy: double-click on the item description in the Items List or use the **Item** Buy button.   This action will toggle the "buy" mark for the current item in the list.   The **All** and **Clear** Buy buttons set and clear, respectively, the "buy" mark for every item in the database.

Marking Items with Coupons

You can mark items as a reminder that you have a coupon(s) for the item.   This reminder, which will appear on the Master and Store Shopping Lists, will help you to remember to locate the coupon before you leave for the store and to use the coupon at the store.

Managing the "coupon" marks is done in a manner similar to that for the "buy" marks: use the **Item** Coupon button to toggle the "coupon" mark for the currentl-selected Items List entry.   The **All** and **Clear** Coupon buttons set and clear, respectively, the "coupon" mark for every item in the database.

Printing Store Shopping Lists

Now you're ready to go shopping, so it's time to print the <u>Store Shopping Lists</u>.   Since you may wish to maintain comparison prices for stores at which you won't shop, Store Shopping Lists are printed only for the list of stores you specify.   This list is part of the database and is edited by choosing the **Select Shopping List Stores** option of the **Edit** menu.   The Store Shopping Lists screen contains a list of all of the store names currently in the database.   Stores to be included when Store Shopping Lists are printed are indicated by an asterisk (*****) to the left of the store name.   Use the **Mark** button on the Store Shopping Lists screen to toggle this indicator.   The **All** and **Clear** buttons are used to set and clear, respectively, the selection of every store name in the list.

The **Print Miscellaneous Items** checkbox on the Store Shopping Lists screen controls whether or not a shopping list is to be printed containing those items which do not have any price (store) defined.

Updating Item Prices

While you are at the store, you may find it helpful to record/update pricing information directly on your store shopping list for the items you buy.   Remember, you need to record the number of <u>containers</u> and the <u>size</u> (in pricing <u>units</u>) of each container.

When you return home from the store it will take you only a few minutes to update your Windows® Shopper database with current pricing information for the items you bought.   Make sure the store at which you shopped is the one shown in the Store List and then select the desired item from the Items List (click on it).   Now, click on the price field you wish to update (or use the **TAB** key) and simply type in the new value.

Options (Menus)

Windows® Shopper

File Edit Lists Help
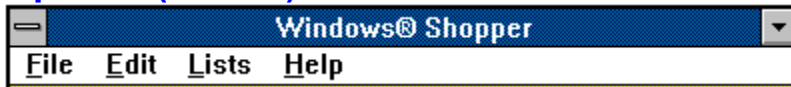
[File Menu](#)

[Edit Menu](#)

[List Menu](#)

File Menu

As with most Windows applications, the **File** menu contains options relating to file and printer operations.

New

Open File

Import Shopper v1.x File

Save File

Save As

Delete File

Save Configuration

Printer Setup

Print

Statistics

Exit

New

The **New** command causes Windows® Shopper to begin the creation of a new database.   The existing database (if any) will be abandoned.   If the existing database has been modified since it was last saved, you will be warned of this condition and asked for permission to discard all existing data.

Open File

The **Open File** command causes Windows® Shopper to replace the existing database (if any) with the contents of the file you specify.   This file becomes the <u>current file</u>.   If the existing database has been modified since it was last saved, you will be warned of this condition and asked for permission to overwrite the existing database.

The <u>Speed Button</u> labeled "**O**" may also be used to initiate the **Open File** command.

Import Shopper v1.x File

The **Import Shopper v1.x File** command allows Windows® Shopper to read data files created with Windows® Shopper v1.x (Windows® Shopper v2.x files are smaller and load faster).   As with the **Open File** command, this file becomes the <u>current file</u>.   If the existing database has been modified since it was last saved, you will be warned of this condition and asked for permission to overwrite the existing database.

Save File

The **Save File** command causes Windows® Shopper to write the current database to the <u>current file</u> on disk.   The <u>Speed Button</u> labeled **"S"** may also be used to initiate the **Save File** command.

This command is enabled only when the current database has been written to a file at least once.   In other words, if you use the **New File** command, the **Save File** command will be disabled until you have used the **Save As** command to specify the file which is to contain the database.

Save As

The **Save As** command causes Windows® Shopper to save the current database to the named file you specify.   This file then becomes the <u>current file</u>

Delete File

The **Delete File** command causes Windows® Shopper to delete the file you specify.   The Windows file selection common dialogue is used to choose the file.

Save Configuration

The **Save Configuration** command is enabled only when you change the Windows® Shopper configuration.   It causes Windows® Shopper to write the new configuration to the <u>configuration file</u> located in the current directory.

Printer Setup

The **Printer Setup** command causes Windows® Shopper to invoke the Windows® common dialogue that allows you to change printer settings, e.g., paper size, print orientation, etc., for either the default printer or any other installed printer.

Print

The **Print** command activates a sub menu allowing you to initiate printing of any of the Windows® Shopper lists.

    Master Shopping List

    Store Shopping Lists

    Item Price Comparison

    Shopping Basket Comparisons

Master Shopping List

The **Master Shopping List** command causes Windows® Shopper to initiate printing of the <u>Master Shopping List</u>.   You will be presented with the Windows® print initiation common dialogue which also provides access, if desired, to the Printer Setup common dialogue.

Store Shopping Lists

The **Store Shopping Lists** command causes Windows® Shopper to initiate printing of <u>Store Shopping Lists</u>.   The stores for which shopping lists will be printed are controlled via the **Select Shopping List Stores** command under the **Edit** menu.

A dialogue box will appear allowing you to choose whether your Store Shopping Lists will contain only those items you have marked "to buy" or all items for which Windows® Shopper has a price for the store being printed.   Note that items for which Windows® Shopper does not have prices are listed on the Miscellaneous Store Shopping List.

You will be presented with the Windows® print initiation common dialogue which also provides access, if desired, to the Printer Setup common dialogue.

Item Price Comparisons

The **Item Price Comparisons** command causes Windows® Shopper to initiate printing of the <u>Item Price Comparison</u>.   You will be presented with the Windows® print initiation common dialogue which also provides access, if desired, to the Printer Setup common dialogue.

Shopping Basket Comparisons

The **Shopping Basket Comparisons** command causes Windows® Shopper to initiate printing of the Shopping Basket (Store Price) Comparison.   The stores contained in this listing are specified via the **Select Price Comparison Stores** command under the **Edit** menu.

You will be presented with the Windows® print initiation common dialogue which also provides access, if desired, to the Printer Setup common dialogue.

Statistics

The **Statistics** command causes Windows® Shopper to present a dialogue box containing the current Windows® Shopper version number, the database capacity and records in use, and the current database file name.

Exit

The **Exit** command is used to terminate Windows® Shopper execution.   If the current database or configuration has been modified and not saved when you choose this command, you will be informed of the condition and given the option to save or abandon the changes.

Using the standard Windows® Control Menu for Windows® Shopper's main screen to close the screen also activates the Exit command.

Edit Menu

The **Edit** Menu contains those Windows® Shopper commands that are used to edit the current database or Windows® Shopper configuration.

Edit Items

Edit Stores

Edit Units

Select Shopping List Stores

Select Price Comparison Stores

Locate Item by Name

Configure Windows® Shopper

Edit Items

The **Edit Items** command allows you to add or delete <u>items</u> or to change the description of existing items.   The <u>Speed Button</u> labeled "**I**" also initiates the **Edit Items** command.

Item editing is done from a dialogue box that contains a list of the items currently contained in the database.   The **New**, **Delete**, and **Edit** buttons allow you to, respectively, define new items, delete the currently selected (highlighted) item, or change the currently selected item's description.   Specifying the description of new items or changing a current item's description is performed via an additional dialogue box.

Edit Stores

The **Edit Stores** command allows you to add or delete <u>stores</u> or to change the name of existing stores.   The <u>Speed Button</u> labeled "**S**" also initiates the **Edit Stores** command.

Store editing is done from a dialogue box that contains a list of the stores currently contained in the database.   The **New**, **Delete**, and **Edit** buttons allow you to, respectively, define new stores, delete the currently selected (highlighted) store, or change the currently selected store's description. Specifying the name of a new store or changing a current store's name is performed via an additional dialogue box.

Edit Units

The **Edit Units** command allows you to add or delete <u>unit designations</u> or to change existing unit designations.   The <u>Speed Button</u> labeled "**U**" also initiates the **Edit Units** command.

Unit designation editing is done from a dialogue box which contains a list of the unit designations currently contained in the database.   The **New**, **Delete**, and **Edit** buttons allow you to, respectively, define new unit designations, delete the currently selected (highlighted) unit designation, or change the currently selected unit designation.   Specifying new unit designations or changing the current unit designation is performed via an additional dialogue box.

Select Shopping List Stores

The **Select Shopping List Stores** command is used to tell Windows® Shopper which stores you wish it to include when you ask it to print <u>Store Shopping Lists</u>.   This feature allows you to print only selected shopping lists.

Select Price Comparison Stores

The **Select Price Comparison Stores** command is used to tell Windows® Shopper which stores you wish it to include when it prints <u>Shopping Basket Comparisons</u>.

Locate Item by Name

The **Locate Item by Name** command allows you to locate <u>items</u> which contain a word or phrase. This is handy when you can't remember just how you worded an item name or when you want to find, say, all the "soup" items you have defined.   The <u>Speed Button</u> labeled "**?**" also initiates the **Locate Item by Name** command.

Locating items by name is done from a separate dialogue box.   You specify the word or phrase you wish to search for and, when you press the **Search** button, all items whose descriptions contain that word or phrase are listed.   The search is not case sensitive: specifying the word "peach" will match items with both "Peach" and "peach" in their descriptions.   By selecting one of the listed item descriptions and pressing the **OK** button, you will cause that item to be selected when you return to the main Windows® Shopper screen.

Configure Windows® Shopper

The **Configuration** command allows you to alter a number of Windows® Shopper features to meet your needs or preferences.   Once you change any Windows® Shopper   configuration item, the **Save Configuration** command under the File Menu is enabled.

List Menu

The **List** Menu contains those commands that allow you to display each Windows® Shopper list on-screen.

You may resize as you see fit the window used to display list information.   Windows® Shopper "remembers" the last size and position of the list window when it exits and restores it for you the next time it runs.   Furthermore, the list screen may be left open while you perform other Windows® Shopper functions, e.g., editing prices or item descriptions.

The list screen also contains a **Print** button allowing you to activate the **Print** sub menu command corresponding to the list being displayed.

Master Shopping List

Store Shopping Lists

Item Price Comparison

Shopping Basket Comparisons

Master Shopping List

The <u>Speed Button</u> labeled **"ML"** may also be used to activate the **Master Shopping List** Command.

Store Shopping Lists

The <u>Speed Button</u> labeled "**SL**" may also be used to activate the **Store Shopping Lists** command.

When you choose the **Store Shopping Lists** command, you will be presented with a dialogue box allowing you to select a single store for which a <u>Store Shopping List</u> is to be displayed.   Instead of choosing a store, you may elect to display the Miscellaneous Store Shopping List.   Next, you are presented with a dialogue box that allows you to specify whether the displayed Store Shopping List should contain only items marked "buy" or all items for which a price exists at that store.

Item Price Comparisons

The <u>Speed Button</u> labeled **"IC"** may also be used to activate the **Item Price Comparisons** command.

Shopping Basket Comparisons

The Speed Button labeled "**BC**" may also be used to activate the **Shopping Basket Comparisons** command.

Like its printed counterpart, the stores contained in this display are specified via the **Select Price Comparison Stores** command under the **Edit** menu.

Printing Considerations

Because Windows Shopper formats its printed output (using the font name, font size, and margins specified in the current configuration) to match the page size of the active Windows printer, you have a high degree of control over the appearance of the printed lists.   Depending on your printer's capabilities, you may be able to print your Item Price Comparisons and Shopping Basket Comparisons using a landscape orientation.   The length of your item names and units designations (also configurable) will affect how many columns can be accomodated on each Master Shopping List page. Experimentation will help you find the combination that is most satisfactory and pleasing.

Error Messages

We have tried very hard to prevent your getting into situations that Windows® Shopper can't deal with gracefully.   Because we cannot control the exact state of your computing environment, it is possible that some circumstances may arise which will prevent Windows® Shopper from performing as desired. Some of these circumstances reflect conditions that simply must be corrected before Windows® Shopper can perform its functions.   In the event that you are presented with an error message that is not described here, it will usually indicate that the program has encountered a condition which we did not anticipate; in other words, you have discovered a "bug".   If you will make careful note of the circumstances leading up to the event, i.e., the exact steps you performed in the program, the exact values of the information involved, etc., and provide us with that information along with the Windows® Shopper version number, we will make every effort possible to correct the problem.

Printer Too Narrow

Printer Font Doesn't Exist

Can't Create AutoRedraw Image

Printer Too Narrow

Windows® Shopper attempts to print as much information across a single page as the current printer's page size and orientation will allow.   Depending on the paper size and/or current print font and size, Windows® Shopper may not be able to fit the bare minimum information across or down the page.

Some suggestions should you encounter this message:

1. Try changing your print orientation to "landscape".

2. Try using a proportional, rather than monospaced, font.

3. Try using a smaller font size.

4. Try shortening your item descriptions and/or units designations.

Printer Font Doesn't Exist

This message indicates that Windows® Shopper's current printer font does not exist on your Windows system or that the active printer doesn't support the font.   Use Windows® Shopper's configuration edit feature to choose an existing/supported printer font.

Can't Create AutoRedraw Image

This message, which may appear when you choose an option from the **List** menu, is an indication that Windows® Shopper cannot acquire enough memory to generate an image buffer for the list window. Try terminating some other programs which are also running, thereby freeing up additional memory for use by Windows Shopper.

Planned Enhancements

Now that the initial objectives for Windows® Shopper have been completed, my immediate user community (read "spouse") has already made a number of suggestions for enhancements.   I have listed some of them below.   Perhaps you will share your suggestions as well.

- Adding a "last purchase" date to the item database so that infrequently used items can be identified for deletion.

About Shareware

WindowsⓇ Shopper is Copyright © 1993 by Thomas P. Wright.   All rights are reserved.

WindowsⓇ Shopper is Shareware; this means that you are free to use the program for a reasonable trial period at no charge.   If, after the trial period, you continue to use the program you are expected register it.

To register your copy of WindowsⓇ Shopper, please print and fill out the <u>registration form</u>.   Then mail it, along with your check or money order for the registration fee, to the address shown on the form.

When you register, you will receive:
- the right to continue to use this program
- a disk containing the current version of the program without the shareware message.
- a printed manual

This is a fully functional copy of the program and has not been crippled in any way.   You may distribute this program and its associated files freely as long as all files are included and none of them have not been modified in any way.

Registration Form

You can print this form by selecting File/Print Topic from the Windows Help menu (above).   Most printers will be able to print it.   If yours doesn't, load the file "SHOPPER.REG" into NOTEPAD and print it from there.

<div align="center">

Windows® Shopper v2.x Registration Form

</div>

Name:

_____

Company:

_____

Address:

_____

_____

City: _____

State/Prov:_____   Zip/Postal Code:_____   Country:_____

Phone: (_____)_____

Electronic Mail Address (e.g., CIS ID):_____

From where did you get your copy of Windows® Shopper?

_____

Preferred disk size (circle one):   5.25   3.5

Windows Shopper registration: $15.00

This gets you:
- the right to continue to use this program
- a disk containing the current version of the program without the shareware message
- a printed manual

Shipping & Handling (US/Canada: $3; Other: $6): $_____

Total (US Funds): $_____

Checks must be drawn on a US bank and payable in US funds.   Canadian customers may use a Canadian Post Office Money Order. Please make sure it is in US funds.

Make checks payable to: Thomas P. Wright

Mail to: Thomas P. Wright
          1983 Edgewater Dr.
          Cincinnati, OH   45240