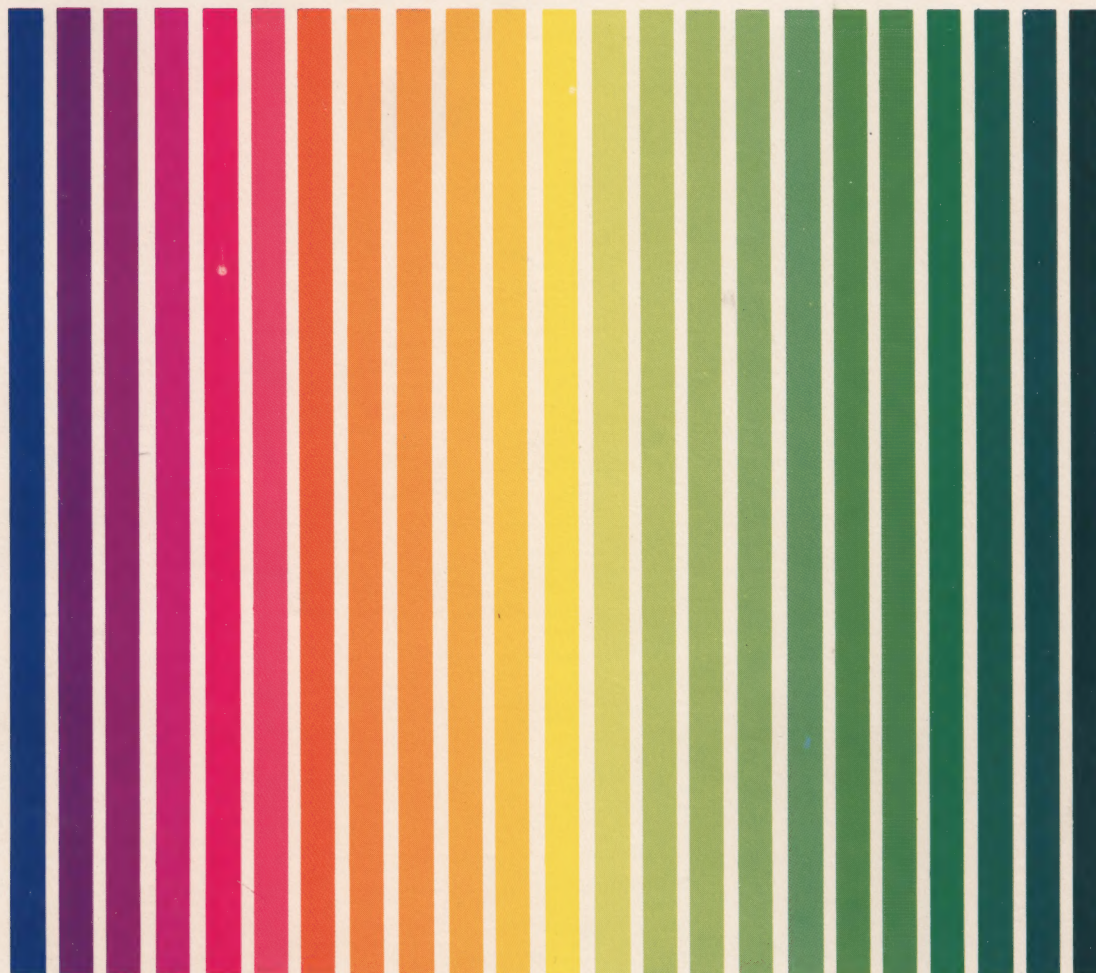


# **APX** ATARI® PROGRAM EXCHANGE



Edward Lehmann

## **RECIPE SEARCH 'N SAVE**

Classify, store, and print recipes

Diskette: 32K (APX-20114)

User-Written Software for ATARI Home Computers



Edward Lehmann

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Classify, store, and print recipes

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# RECIPE SEARCH 'N SAVE

by

Edward Lehmann

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## INTRODUCTION

### OVERVIEW

How can you come home from work, clean the house, feed the kids, dog, bird, and cat, and still have time to plan an elegant meal for guests? We can't provide the total solution, but here's a program that gets you started. **RECIPE SEARCH 'N SAVE** helps you decide what to cook for dinner using the ingredients you have on hand, and allows you to browse through stored recipes. Using this program, you may print an alphabetized shopping list of their ingredients. With a printer, you can generate copies of full recipes or an alphabetized list of your recipe titles. With **RECIPE SEARCH 'N SAVE**, you can store and retrieve up to 84 recipes per diskette. The program lets you enter your favorite and regularly used recipes, and then search for them using both ingredient names and general recipe categories.

### REQUIRED ACCESSORIES

32K RAM  
ATARI 810 Disk Drive  
ATARI BASIC Language Cartridge  
Additional DOS-II formatted diskette for storing recipes

### OPTIONAL ACCESSORIES

ATARI 825 80-column printer or Epson MX-80 printer  
ATARI 850 Interface Module  
Additional ATARI 810 Disk Drive

### CONTACTING THE AUTHOR

Users wishing to contact the author of **RECIPE SEARCH 'N SAVE** may write to him at:

3916 Military Rd., NW  
Washington, DC 20015

or call:

(202) 362-9462

## GETTING STARTED

### LOADING RECIPE SEARCH 'N SAVE INTO COMPUTER MEMORY

#### \*\*WARNING\*\*

Be sure to begin these loading instructions with all parts of your computer system turned off.

1. Insert the ATARI BASIC Language Cartridge in the cartridge slot of your computer.
2. Turn on your ATARI 850 Interface Module and printer, if applicable.
3. Turn on your disk drive.
4. When the BUSY light goes out, open the disk drive door and insert the RECIPE SEARCH 'N SAVE diskette with the label in the lower right-hand corner nearest to you. Close the door. (If you're using more than one disk drive, make sure the program diskette is in disk drive 1. Insert the storage diskette in disk drive 2 and close the door BEFORE proceeding to step 5).
5. Turn on your computer and TV set. The program will load into computer memory and start.

Note: The program is designed to use two diskettes, the one provided to you with RECIPE SEARCH 'N SAVE and another that you need to supply. This second diskette, the Recipe Storage Diskette, must be formatted with DOS II and contain 707 free sectors. This diskette holds up to 84 recipe files. A self-checking operation insures that you'll always use the correct diskette.

## THE FIRST DISPLAY SCREEN

When the program has loaded into computer memory, the following screen displays:

RECIPE SEARCH 'N SAVE  
Program  
Copyright (c) Edward J. Lehmann 1982

\*\* INSERT YOUR DISK \*\*  
TO STORE RECIPES

Type any key to continue

\* \* \* \* \*

If you're using one disk drive, remove the program diskette and insert the storage diskette in the disk drive. When you've finished, type any key on the keyboard.

If you're using two disk drives and you've already inserted your storage diskette in disk drive two (following step 4 on page 2), type any key.

## ABOUT THE PROGRAM

### ENTERING DATA

You can use upper- and lowercase letters used in recipe names, cookbook names, ingredient names, recipe classes, and recipe descriptions. However, if you use lowercase letters in ingredient names, then you must use lowercase letters when selecting search terms. It's better to enter uppercase letters for ingredient names, and lowercase letters to make other text entries easier to read. Use uppercase letters to type footnote option letters.

While you're entering data, if a screen becomes filled, the program automatically redisplay the screen to allow new entries.

### TROUBLESHOOTING

Should the program stop running, press the RESET key, type RUN, and press the RETURN key.

### SELECTING OPTIONS

RECIPE SEARCH 'N SAVE allows you to switch to different options, during program operation, without going back to the Main Menu. Always check the footnote options, listed at the bottom of the screen, for the menu choices available. Some of these footnote options are:

Press M for main menu  
Press U for previous screen  
Press D for next screen

Figure 1 Footnote options

Press M and RETURN to return to the main menu. The letters, D and U will move you to the previous or new screens.

\*\*\*\*\* CAUTION \*\*\*\*\*

It's important to fill in the recipe name and the first ingredient. These entries are specially built-in signals for RECIPE SEARCH 'N SAVE.

## USING RECIPE SEARCH 'N SAVE

### INTRODUCTION

Now let's go through the major functions available with RECIPE SEARCH 'N SAVE. First, look at an example of a completed recipe. Note that each recipe consists of a recipe number, a name, a cookbook source (optional), recipe category numbers, ingredients, and description.

#### Recipe #4

Bean and Hot Dog Bake

Recipe category:  
E R U B

#### Ingredients:

BAKED BEANS (1 1LB CAN)  
HOT DOGS (3 1/2)  
CHILI POWDER (1/3 TSP)  
ONION (2 TBL CHOPPED)  
KETCHUP (1/4 CUP)  
BROWN SUGAR (1 1/4 TBL)  
MUSTARD (PREPARED) (1/2 TBL)  
ONION SOUP MIX (1/2 ENVELOPE)  
WORCESTERSHIRE SAUCE (1 TSP)  
SALT, PEPPER, 2 TBL WATER

Cookbook                      Page no:

Mix all the ingredients except the hot dogs in a casserole dish. Slice the hot dogs and mix in or lay them on top of the casserole. The onion soup mix is optional. Bake at 350 for 30 to 40 min.

Figure 2 Sample recipe

In response to the first screen, users with one disk drive remove the program diskette and insert the storage diskette. (If you have two disk drives, you already inserted the storage diskette in drive two before turning on your computer. If you didn't, either use drive one for your storage diskette, or begin the "Getting Started" process again, from page 2, paying special attention to step 4.) Then press any key and the following message appears on the screen:

-- PLEASE WAIT --

### GETTING STORED DATA

If you're using RECIPE SEARCH 'N SAVE for the first time,  
the following message appears:

DID YOU FORGET TO INSERT  
YOUR FILE DISK?

Or do you want to create a  
new file

1. Yes, create new file
2. No, I've inserted the disk

Select a number =>---

Figure 3 Check for Correct Diskette

If you're using one disk drive, make sure you've inserted  
the storage diskette. If you're using two disk drives,  
make sure your storage diskette is in disk drive two,  
since your storage diskette is blank at first, type "1"  
create a new file. The main menu displays as follows.

-----RECIPE SEARCH 'N SAVE-----

-----MAIN MENU-----

1. New Recipes - Add to file
2. Search Recipes
3. Cookbooks - Add/change
4. Recipe Categories - Add/change
5. Correct Recipes in file
6. Print Shopping List
7. Print Recipe Titles
8. End program

-----Select a number=>-----

Figure 4 Main menu

## NEW RECIPES - Add to file -- Option 1

If you're using a new storage diskette, you must enter the recipe categories before adding or changing recipes. A message appears with the main menu in bold type to: **ENTER CATEGORIES BEFORE ADDING RECIPES.**

To enter categories, press "4" from the main menu. The following screen appears

### RECIPE CATEGORIES

Up to 26 categories are possible

-----  
Change or add category

1. Yes                      2. No, finished  
3. Print

-----Select a number -->-----

Options:

Press M for main menu

Figure 5 Recipe Category Options

Press "1" from the above screen and the following screen appears.

### RECIPE CATEGORIES

Up to 26 categories are possible

-----  
Enter new category and RETURN  
or Enter cat. letter for correction

A. |-----|  
?

-----When done, press RETURN-----

Figure 6 Recipe Categories - Addition

When you're entering categories (or any other information), don't go over the number of spaces allowed

(measured by the dashes on the screen display).  
Otherwise, the program will cut off the last letters.  
Think of an abbreviation if you have a long category.

Once you've completed the categories, the program checks your work by returning to figure 5 (Recipe Category).  
Press "2" (No, finished) to move directly to the main menu.  
You're now ready to press "1", NEW RECIPES - Add to file, from the main menu. The following screen appears.

```
-----ADD NEW RECIPES-----
```

```
(this is recipe number 1)
```

```
All entries must be within  
the marks
```

```
Enter recipe name and RETURN
```

```
|-----|
```

```
-> ?
```

When you finish adding new recipes, be sure to return to the main menu. The options are as follows:

Options:

Press M for main menu and save added data  
Press D for next screen

Figure 7 Add Recipe Title

A typical recipe title might be: Bean and Hot Dog Bake.

Complete the new recipe name and the next screen appears as:



Enter a cookbook name (or number  
below) and RETURN.

If there's no cookbook, key 'NONE' and RETURN

-----  
\* Current cookbooks on file \*  
1. New York Times  
2. Better Homes and Gardens  
-----

|-----|  
=> ?

Options:  
Press M for main menu  
Press U for previous page  
Press D for next screen

Figure 8 Add Cookbooks

Once you've completed the cookbooks, a screen, filled with  
your recipe categories, appears. Type the letter of the  
categories that represents your current recipe. An example  
of this screen appears below.

-----|RECIPE CATEGORIES|-----  
A. Appetizers            N. Fish  
B. Barbecues            O. Lamb  
C. Breads                P. Pork  
D. Cakes                Q. Poultry  
E. Casseroles           R. Quick dishes  
F. Desserts             S. Cold dishes  
G. Eggs                 T. Fancy dishes  
H. Pastry & pies        U. Everyday dishes  
I. Salads  
J. Soups  
K. Sauces  
L. Vegetables  
M. Beef

-----  
Enter letter of category and RETURN  
Use up to four categories  
=>1. ?

-----When done, press RETURN-----

Figure 9 Recipe Categories

When you've completed the recipe category process, you move directly to:

```
-----|ENTER RECIPE INGREDIENTS|-----
```

Up to ten ingredients may be added  
Only the first four are searchable

Enter ingredients and RETURN  
or Enter line no. for correction

```
|-----|  
1.?
```

-----When done, press RETURN-----

Figure 10 Enter Recipe Ingredients

A sample entry might read: MUSHROOMS, BROILED (1 3 OZ CAN).

Make sure your entries begin with the name of the ingredient. If you start with a number (for example, "1 3 OZ. CAN BROILED MUSHROOMS"), you won't be able to print a shopping list later.

Now you may add other ingredients and the recipe description as follows:

Add other recipe information  
fifteen lines are available

```
Enter text or line no. for correction, and RETURN  
|-----|  
1 ?
```

-----When done, press RETURN-----

Figure 11 Recipe Description

After completing the recipe description, the following screen appears:

You have just entered the following

Recipe number : 1  
Baked Beans and Hot Dog Bake

The first five ingredients:  
Baked Beans (1 lb. can)

Recipe category: E R U

-----  
Do you want to store this recipe ?:

1. Add another recipe
2. Save data added and return to menu
3. Print recipe

-----Select a number=>-----

Options:

Press M for main menu

Press U for previous screen

#### Figure 12 Adding Recipe Records

Make your decision to store, add another recipe, or print this recipe. To save records, return to the main menu after you finish adding your recipes.

Author's note: Entering recipe records needs no detailed explanation except for general guidelines below:

- (1) Don't exceed the entry length size as shown by the dashed line.
- (2) Standardize the first word of an ingredient. Use 'HOT DOG' or 'FRANKFURTER' but not both, as this will complicate searching.
- (3) To change a line in the ingredients or text portion, type the number of the line you want changed, and press RETURN. Now enter the corrected line version.

## SEARCH RECIPES -- Option 2

You can use up to two separate ingredient names, two recipe type codes, or a specific recipe number in searching recipes. The program will match the first characters of the search terms with those of each ingredient name.

### SEARCH OPTION

You may search for...

- \* Up to four recipe numbers
- \* Up to two recipe ingredients  
and/or
- \* Up to two recipe categories

-----  
After each entry, press RETURN  
Enter ingredient or recipe no.  
(Press RETURN for categories only)

|-----|  
1.?

Key an \* to show all recipes

-----When done, press RETURN-----

Options

Press M for main menu

### Figure 13 Entering Search Terms

When a recipe is found in a search, a partial display of the recipe appears on the screen. You then have the option of printing it, continuing to the next recipe, displaying the entire recipe, seeing more of this recipe, or restarting the search.

## COOKBOOKS - Add/Change -- Option 3

This option allows you to enter up to eight of your most commonly used cookbook names. Then when you're entering new recipes, you don't have to type these cookbook names whenever you need them. Rather, the program allows you to choose a number of a cookbook. With option three from the main menu, you're asked if (1) you want to add or change a cookbook, or (2) you're finished. Press "1" and the screen appears as follows:

```

                        ADD COOKBOOK NAMES

1. New York Times
2. Better Homes & Gardens
-----

Enter cookbook name & RETURN
or Enter line no. for correction
When done, key RETURN

3. ;-----: ?
```

Figure 14 Add Cookbook Names

The above figure shows that two cookbook names have been added and the program is waiting for you to enter the name of cookbook number 3.

## RECIPE CATEGORY - Add/Change -- Option 4

RECIPE SEARCH 'N SAVE lets you develop up to 26 different classes of recipes. This feature allows for more effective searching of recipes. Figure 15 shows a sample of a list of categories you could enter, and the letter codes beside them.

## RECIPE CATEGORIES

A. APPETIZERS	N. FISH
B. BARBECUES	O. LAMB
C. BREADS	P. PORK
D. CAKES	Q. POULTRY
E. CASSEROLES	R. QUICK DISHES
F. DESSERTS	S. COLD DISHES
G. EGGS	T. FANCY DISHES
H. PASTRY & PIES	U. EVERYDAY DISHES
I. SALADS	
J. SOUPS	
K. SAUCES	
L. VEGETABLES	
M. BEEF	

Figure 15 Recipe Class Codes

Press number "4" from the main menu to see the following screen:

## RECIPE CATEGORIES

Up to 26 categories are possible

-----  
Change or add category ...

1. Yes    2. No, finished
3. Print

-----Select a number => -----

Options:

Press M for main menu

Figure 16 Recipe Categories - Addition

If you respond by pressing "1", the following screen appears.

## RECIPE CATEGORIES

```
Up to 26 categories are possible
-----
Enter new category and RETURN
or Enter cat. letter for correction.

|-----|
A.?
```

Figure 17 Recipe Categories - Addition

Note that if you've already entered recipe categories, they're listed on the screen. To change or correct a category, type its corresponding letter. Type the changes and the new category replaces the old one.

## CORRECT RECIPES IN FILE - Option 5

With option 5 from the main menu, you see the following:

```
SEARCH OPTION

You may search for ...
  * Up to four recipe numbers
  * Up to two recipe ingredients
    and/or
  * Up to two recipe categories
-----
After each entry, press RETURN
Enter ingredient or recipe no...

|-----|

1.?
Key an * to show all recipes
-----When done, press RETURN-----

Options:
  Press M for main menu
```

Figure 18 Search Option

Make your entries and the program asks you if you want to run the search. If you respond with "yes", the next screen displays a partial recipe with the options to go to the next recipe, print the recipe, see more of this recipe, correct the recipe, or restart the search. Choose #4

(correct the recipe) and the following screen displays.

#### RECIPE CORRECTIONS

Recipe number : \_\_  
RECIPE TITLE

```
-----  
To correct recipe, press U to record  
up, and D to record down to the  
screen containing the incorrect  
data. Make changes and page back to this screen.  
-----  
Press U to page 1. Save corrections  
-----Select a number or letter-->---
```

Figure 19 Correct Recipe

The first time you type "U", the program moves to the second page of the recipe. To get to the first page of the recipe (or the only page if it's short), type "U" a second time. After you've typed "U" twice, the following appears:

Add other recipe information  
fifteen lines are available

```
Change a line ...1. Yes 2. No, done  
----Select a number or letter-->----  
-----When done, press RETURN-----
```

Figure 20 Correct Recipe - 2

When you finish the corrections, return to the corrections screen. Press 1 to return to a display of the corrected recipe with five options at the base of the screen. Press #5 of the options to return to figure 18 (Search Option). If you've completed your search, press M and RETURN to move back to the main menu.

#### PRINT SHOPPING LIST - Option 6

If you have one disk drive, press "6" from the main menu and the program instructs you to insert the program diskette in disk drive 1. Once the additional information has loaded into computer memory, you'll be instructed to reinsert the data storage diskette. If you're using two



disk drives, press "6" from the main menu and the program automatically instructs you with the following screen:

```

      RECIPE SEARCH 'N SAVE
-----RECIPE LISTER MENU-----

Select one of the following options

    1. List all recipe titles sorted
    2. Prepare shopping list
    3. Return to main menu

-----Select a number =>-----
```

Figure 21 Recipe Lister Menu

Press number "2" and the following appears.

```

-----SHOPPING LIST-----
This option lets you select up to ten
different recipe numbers and then
printout an alphabetical list of the
ingredients in these recipes.
-----
Enter recipe numbers and RETURN
1.Recipe #:

-----When done, press REUTRN-----

Option:
Press M to return
```

Figure 22 Shopping List

Once you've entered the desired recipe numbers, the next screen gives you a choice of listing only the first four ingredients from each recipe, or eight of the ingredients, or return to the main menu. Make your choice of which number of ingredients to print. The program checks to see if the printer is on and then produces your list. Figure 21 (Recipe Lister Menu) appears when the printer finishes. Note. If you have any difficulty in printing your list, make sure you've entered ingredients in your recipes beginning with letters. If you began with numbers (for example, "2 cups flour") the shopping list won't include that item.

Press "3" to return to the main menu. If you have one disk

drive, you'll be instructed to insert the program diskette and, finally, to reinsert the storage diskette.

#### PRINT RECIPE TITLES - Option 7

If you have one disk drive, read the instructions to insert the program diskette into disk drive 1 after choosing "7" from the main menu. Then the instructions appear to insert the storage diskette. The Recipe Lister Menu now reappears.

If you have two disk drives, move automatically to the Recipe Lister Menu after pressing "7" from the main menu. Choose number "1" from the screen display and the next screen appears as follows:

-----RECIPE TITLE LISTS-----

You may list recipes ...

1. Alphabetically by title
2. By recipe number

-----Select a number-->-----

-----When done, press RETURN-----

Option:

Press M to return to menu

Figure 23 Recipe Title Lists

Make your choice and the program will check to see that the printer is on. Once the printing finishes, you'll return to the Recipe Lister Menu.

## SAMPLE RECIPES

### Recipe #6

#### Cheesecake

#### Recipe categories:

F

#### Ingredients:

CREAM CHEESE (2 LB)  
EGGS (6 YOLKS, 5 WHITES)  
SOUR CREAM (1 PINT)  
BUTTER (1 STICK)  
LEMON (JUICE OF 1/2)  
CINNAMON (1 TSP)  
SUGAR (1 1/4 CUP)  
VANILLA (2 TSP)

#### Cookbook Page no:

NONE

CRUST: Grind zweiback in blender. Add melted butter and 1/4 cup of sugar. Add cinnamon and press mixture into well-greased spring release pan.

FILLING: Beat egg yolks and 1 cup sugar till light in color. Beat and add one package of cream cheese at a time. Add lemon juice. Beat egg whites to a soft consistency. Fold into cheese mixture. Pour into the crust and bake at 350 for 30 minutes.

TOPPING: Mix sour cream, 4 twp sugar, and vanilla. Spoon gently from outside over cheesecake. Raise oven to 400, bake 10 minutes.

Recipe #7

Noodle Cheese & Hamburger Bake

Recipe categories

E M U

Ingredients:

NOODLES, EGG (4 CUPS DRY)  
HAMBURGER (1/2 LB)  
TOMATO SAUCE (1 8 OZ CAN)  
CHEESE CHEDDAR (1 CUP GRATED)  
MUSHROOMS (1 4OZ CAN)  
ONION (1/2 CHOPPED)  
GARLIC

Cookbook Page no:

NONE

Preheat oven to 375. cook noodles and drain. In skillet, brown meat with onion and garlic. In casserole combine noodles, meat mixture, mushrooms, tomato sauce, and cheese. Bake 25 minutes.

Recipe #12

Pork Chop Spanish Rice

Recipe categories:

P U

Ingredients:

PORK CHOPS (3 OR 4)  
RICE (2/3 TO 3/4 CUP)  
GREEN PEPPER (ONE)  
TOMATOES (1 1LB CAN)  
CHEESE, CHEDDAR (1/2 CUP)  
ONION (1/2 CUP CHOPPED)  
CHILI POWDER (1/2 TSP)

Cookbook Page no: 130

Better Homes & Gardens (1968)

Add uncooked rice, 1/4 cup chopped green pepper. Pour over the tomatoes. Cover and cook over low heat for 35 minutes, stirring occasionally. Add green pepper ring slices and cook five more minutes. Sprinkle with cheese.

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## Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our

instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

- \_\_\_\_\_ Easy to use
- \_\_\_\_\_ User-oriented (e.g., menus, prompts, clear language)
- \_\_\_\_\_ Enjoyable
- \_\_\_\_\_ Self-instructive
- \_\_\_\_\_ Useful (non-game programs)
- \_\_\_\_\_ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

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8. What did you especially like about the user instructions?

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9. What revisions or additions would improve these instructions?

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10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

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11. Other comments about the program or user instructions:

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From

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ATARI Program Exchange  
P.O. Box 3705  
Santa Clara, CA 95055

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