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# PURPOSE

This document shall specify UI software requirements for the new Cleveland Range Common UI (TBD product Name).

# SCOPE

Cleveland Range has provided a story board Power Point to describe basic functions and UI flow.



Using this Power Point, this specification shall provide screen shots of a PC simulation of the UI created by ELREHA with the power point document as a guide. This document shall further detail software requirements of the UI.

# REFERENCE DOCUMENTS

230628 UI Workflow.pptx

Modbus specification (TBD)

# GLOSSARY

|  |  |
| --- | --- |
| Acronym | Definition |
| UI | User Interface |
| IO | Input Output (hardware control) |

# GENERAL UI REQUIREMENTS

## UI Button Functionality

* A button has been pressed when a valid button was depressed and released.
* When any button is depressed, the button shall be highlighted to inform the user a valid press has been detected.
* For action buttons that either perform a UI task or send a modBus command, upon release of a button the button the highlight is removed, and the tasks associated shall be performed.
* For buttons that select an item such as a recipe, upon release the highlighted button shall remain on the screen.

## Recipe Stages

A Recipe stage shall utilize a cooking mode and perform until its defined conditions have been completed or it shall be a message where a user is prompted to perform some action before further advancing in the recipe process.

* There are several types of cooking modes that can be utilized by the user in a recipe stage (see [Section 7](#Section7)).
* A recipe stage with a message is a user created instruction that shall provide information to a user and require user acknowledgement prior to proceeding to the next stage.
* A recipe shall have a maximum of 8 stages.
* A recipe shall consist of any combination of cooking modes or messages up to the maximum.

## Numeric Keypad

Numeric user defined entry values shall require a numeric keypad for user data entry.

**TIME keypad**

The keypad displayed for user time data entry shall use the following or similar design:

A screenshot of a calculator

Description automatically generated

**Figure 1**

* Time information entered on the display area should be right shifted in as the user enters data.
* The Clear button would delete all data from the display.
* The --:-- key will immediately display --:-- (used as Infinity time) in the display and no further entry other than Clear can be entered.
* The Green Check Mark confirms the user input.
* The “X” cancels the data entry and returns to previous screen.
* If an invalid value is entered and Check Mark pressed, the display shall show INVALID.
* Valid entries for time shall be 0 – 99 HRS : 0 – 59 MINS with a minimum time of 1 minute (00:01).

**TEMPERATURE keypads**

The keypad(s) for target temperature or probe temperature data entry shall use the following or similar design:

A screenshot of a calculator

Description automatically generated A screenshot of a calculator

Description automatically generated

**Figure 2** **Figure 3**

* The Clear button would delete all data from the display.
* The Green Check Mark confirms the user input.
* The “X” cancels the data entry and returns to previous screen.
* When entered values are outside the range of 100 – 425 and user confirmed, the display will show INVALID.

## Alpha Numeric Keyboard

A keyboard to enter alpha-numeric data such as recipe name or stage message information shall use the following or similar design with additional characteristics based upon keyboard usage such as Recipe name or Message text.

A screenshot of a phone

Description automatically generated

**Figure 4**

**Input Limitations**

* The input limitations for Recipe Name shall be 2 lines with maximum 10 characters per line.
* The input limitations for Message shall be 2 lines with maximum 25 characters per line.
* The input limitations for Password entries shall be 1 line with maximum 12 characters per line (TBD)

## Modbus

# HOME SCREEN

At the top of the HOME screen, a display of Kitchen Connect (kc) status and a real-time clock shall be displayed (TBD)

The HOME screen buttons shall provide the user access to various functions or features as described below.

A black background with white text and icons

Description automatically generated

**Figure 5**

## Chef Hat

The button provides access to Manual Recipe creation screen(s). The following design shall be displayed upon a user pressing the Chef Hat button. [Section 7](#Section7) shall describe the functionality of the Manual Recipe feature.

A screenshot of a phone

Description automatically generated

**Figure 6**

## Press & Go

The button provides the user access to a limited list of Favorite recipes. The following design shall be displayed upon the user pressing the Press & Go button. [Section 8](#Section8) shall describe the functionality of the Press & Go feature.

A black background with squares

Description automatically generated  
**Figure 7**

## Settings

The Button provides the user access to Settings and Service mode functions (TBD-Section 9).

A screenshot of a menu

Description automatically generated  
**Figure 8 (TBD)**

## Cookbook

The button provides the user access to Master List of recipes stored in UI memory. The following design shall be displayed upon the user pressing the Cookbook button. [Section 10](#Section10) shall describe the functionality of the Cookbook feature.

A screenshot of a menu

Description automatically generated

**Figure 9**

## Pan Buttons

The two (2) lower left buttons shall provide the user with the ability to Level or Tilt the Pan.

**PAN button functionality**

While in the HOME screen, the UI shall monitor PAN status received from the IO board.

The user pressing the PAN tilt button will invoke the UI to send a modBus command to the IO board to Tilt the Pan.

Upon the IO board reporting the Pan is not at a Level position, the UI shall disable the Chef Hat, Press & Go, Settings and Cookbook buttons.

The user pressing the PAN level button will invoke the UI to send a modBus command to the IO board to Level the Pan.

Upon the IO board reporting the Pan is at the Level position, the UI shall Enable all Home buttons.

If a Pan is reported as not-Level via modBus from the IO board and user presses any of the disabled buttons, the UI will display a Pop-Up message stating “Pan Must Be in Level Position” with a confirmation Check Mark to remove pop-up.

## Lid Buttons

The two (2) lower right buttons shall provide the user with the ability to Close or Open the Lid.

**LID button functionality**

Upon the user pressing a Lid button, the corresponding command shall be sent via modBus to the IO board.

# MANUAL RECIPE (CHEF HAT)

The Recipe Creation screen (see [Figure 6](#Fig6)) shall be accessed by pressing the Home screen Chef Hat button.

**PLAY button**

* The Recipe Creation screen shall display a Greyed-out and disabled PLAY button with an undefined recipe.
* The enabled GREEN PLAY button shall be displayed when all recipe stages have valid defined values.
* Pressing the GREEN PLAY button shall start the recipe with a PREHEAT stage displayed on the UI with   
  A Progress wheel indication of the current temperature status towards the target temperature set point  
  SKIP button at the bottom shall allow user to bypass Preheat and start the recipe  
  PAUSE button at the bottom shall pause preheat and a command shall be sent to the IO board to turn off heaters.  
  LID OPEN and CLOSE Buttons shall allow user access to open or close the Lid
* Upon Preheat completion or user skipping Preheat or unit is at or above the target temperature at start (TBD), the UI shall display a screen with the following:  
  Text message “ADD INGREDIENTS”.  
  The icon created for showing user to add ingredients  
  The visual indication of the recipe stages with the first stage displayed in Yellow  
  A Pause button allowing the user to see the recipe stage  
  A green CHECK MARK to start the first stage of the recipe  
  LID OPEN and CLOSE Buttons shall allow user access to open or close the Lid

**SAVE button**

* The Recipe Creation screen shall display a Greyed-out and disabled SAVE button with an undefined recipe.
* The enabled SAVE (non-greyed out) button shall be displayed when all recipe stages have valid values.
* Pressing the enabled SAVE button shall open a Recipe Name text area with an X button to cancel and a Greyed-out CKECK MARK.
* User tapping in the text area shall open an alpha-numeric keyboard for Recipe Name entry (see [Figure 4](#Fig4)).TBD
* After a Valid Name entry and user tapping above the keyboard or selecting the Close Keyboard icon, the Green CHECK MARK is displayed. TBD
* User pressing the Green CHECK MARK opens a screen with:   
  BACK Arrow  
  Greyed-out CHECK MARK  
  Available recipe images  
  or a USB icon button on the bottom to select an image from a USB stick.
* Upon the user selecting an image the CHECK MARK shall be green and enabled.
* Pressing the Green CHECK MARK saves the recipe to the Main Cookbook and displays the Last stage information.
* Any recipe that has been SAVED shall display the recipe name and icon at top of every recipe stage screen.
* Any recipe that has not been SAVED to the unit, shall not display any name or icon at the top of the recipe stage screens.

**TEMP button**

* Pressing the TEMP icon button or inside the Temp display area shall open a Target TEMP keypad (see [Figure 2](#Fig2)).

**CLOCK button**

* Pressing the CLOCK icon button shall open a Time keypad (see [Figure 1](#Fig1)).
* Pressing inside the display area located between the CLOCK and PROBE icons with the CLOCK icon highlighted shall open the Time keypad.

**PROBE button**

* Pressing the PROBE icon button shall open a Probe Temp keypad (see [Figure 3](#Fig3))
* Pressing inside the display area located between the CLOCK and PROBE icons with the PROBE icon highlighted shall open the Probe Temp keypad.

**FAN button**

* Pressing the FAN icon button toggles the Fan operation(Convection cooking) ON (FAN icon w/o Red Line) or OFF (FAN icon w/ Red Line) for the currently displayed stage.
* The default for the Fan operation in a stage shall be Off (FAN icon w/ Red Line)

**TRASH CAN button**

* Pressing the TRASH CAN icon button shall delete the current stage displayed.

**< > buttons**

* Pressing the < icon button shall display the previous stage if UI is currently displaying a stage greater than the first stage.
* Pressing the > icon button shall create and display an additional stage if new or an existing next stage if already defined up to the maximum allowable stages (see [5.2 Recipe Stages](#Section52))
* Located between icons < and > shall be “the current stage displayed / total of recipe stages”.

**+ button**

* The + icon button shall open a screen with 2 selectable buttons for adding a Cooking Step or Message Step as well as an X button to cancel the selected action.
* Pressing the add Cooking Step icon opens the Recipe Creation screen with a new Step requiring user input.
* Pressing the add Message Step icon opens a Message area and a keyboard for text instruction entry.

**HOME button**

* Pressing the HOME button displays the UI Home screen (see [Figure 5](#Fig5)) and deletes all unsaved recipe information.

**COOKBOOK button**

* Pressing the COOKBOOK button displays the Main Cookbook screen (see [Figure 9](#Fig9)) and deletes all unsaved recipe creation information.

**LID OPEN / LID CLOSE buttons**

* Pressing the LID OPEN or LID CLOSE buttons shall invoke the UI to send the appropriate command to the IO board.
* The UI shall not monitor Lid status from the recipe creation screen commands.

## Timed Cooking

A user defined Timed cooking stage operates for a specified time and target temperature.

### Creation

To create a valid Timed Cooking stage in the Recipe Creation screen, the user must:

* Press the Temperature button and enter a valid Target Temperature. (see [5.3 Temperature Keypads](#TempKeypad))
* Press the Clock button and enter a valid Time (see [5.3 Time Keypad](#TimeKeypad))

A Timed cooking stage shall run as either a standalone recipe or as one stage in a multiple stage recipe.

### Running

When a Timed Cooking stage is started, the UI shall send a command to the IO Board for the Target Temperature.

A Timed Cooking stage when running shall display the following:

* In the upper left corner, a Temperature icon.
* To the right center justified, the current Target Temperature.
* In the middle a large circular progress wheel represented with a yellow band depicting time progression.
* Inside the progress wheel a countdown timer of the stage time shall be displayed.
* To the upper left of the progress wheel is a Clock icon.
* Below the progress wheel the current recipe stages are displayed with the current active stage yellow-filled, completed stages green-filled (if applicable), and subsequent stages grey-filled (if applicable).

At bottom far left a Cancel button when pressed shall Pause the current timed stage and display the Recipe Creation screen for the current stage.

On the Recipe Creation screen all buttons shall be disabled except for the buttons as follows:

* Green Play button (center) when pressed resumes cooking stage at the paused time when Cancel button was pressed.
* Home button (bottom left) when pressed shall cancel the recipe and the UI shall display the Home screen.
* Cookbook button (right of Home button) when pressed shall cancel the recipe and the UI shall display the Main Cookbook screen.
* Lid Open and Close buttons (bottom right side) when pressed shall send the appropriate command to IO board.

Upon the expiration of the timed stage, the UI will automatically move to the next stage with this stage green-filled in any subsequent stage depictions.

If no additional stages are defined, the recipe Done screen shall be displayed as follows:

* In upper left corner The Temperature icon.
* To the right center justified, the current Target Temperature.
* In the middle a large circular progress wheel represented with a full green band indicating the recipe has been completed.
* Inside the progress wheel a Green Check Mark time shall be displayed.
* Below the progress wheel all stages in the recipe shall be green filled.
* At the bottom center a Green Check Mark shall be available for acknowledgement of recipe completion by the user.
* Upon user acknowledgement the UI shall send a modBus command to the IO board to turn off heaters.
* Lid Open and Close buttons (bottom right side) when pressed shall send the appropriate command to IO board.

## Probe Cooking

A user defined Probe cooking stage operates at a target temperature until a Probe sensor reaches a user defined temperature value.

### Creation

To create a valid Probe Cooking stage in the Manual Recipe creation screen, the user must:

* Press the Temperature button and enter a valid target temperature. (see [5.3 Temperature Keypads](#TempKeypad))
* Press the Probe button and enter a valid Probe temperature (see [5.3 Temperature Keypads](#TempKeypad))

A Probe cooking stage shall run as either a standalone recipe or as one stage in a multiple stage recipe.

### Running

When a Probe Cooking stage is started, the UI shall send a command to the IO Board for the Target Temperature.

A Probe Cooking stage when running shall display the following:

* In the upper left corner, a Temperature icon.
* To the right center justified, the current Target Temperature.
* In the middle a large circular progress wheel represented with a yellow band depicting progression to target probe temperature.
* Inside the progress wheel the current Probe temperature shall be displayed.
* To the upper left of the progress wheel is a Probe icon.
* Below the progress wheel the current recipe stages are displayed with the current active stage yellow-filled, completed stages green-filled (if applicable), and subsequent stages grey-filled (if applicable).

At bottom far left a Cancel button when pressed shall Pause the current probe stage and display the Recipe Creation screen for the current stage.

On the Recipe Creation screen all buttons shall be disabled except for the buttons as follows:

* Green Play button (center) when pressed resumes cooking stage with Probe temp displayed inside progress wheel.
* Home button (bottom left) when pressed shall cancel the recipe and the UI shall display the Home screen.
* Cookbook button (right of Home button) when pressed shall cancel the recipe and the UI shall display the Main Cookbook screen.
* Lid Open and Close buttons (bottom right side) when pressed shall send the appropriate command to IO board.

Upon the probe temperature reaching the probe target temperature and the stage is not Paused, the UI will automatically move to the next stage with this stage green-filled in any subsequent stage depictions.

If no additional stages are defined, the recipe Done screen shall be displayed as follows:

* In upper left corner The Temperature icon.
* To the right center justified, the current Target Temperature.
* In the middle a large circular progress wheel represented with a full green band indicating the recipe has been completed.
* Inside the progress wheel a Green Check Mark time shall be displayed.
* Below the progress wheel all stages in the recipe shall be green filled.
* At the bottom center a Green Check Mark shall be available for acknowledgement of recipe completion by the user.
* Upon user acknowledgement the UI shall send a modBus command to the IO board to turn off heaters.
* Lid Open and Close buttons (bottom right side) when pressed shall send the appropriate command to IO board.

## Infinity Mode Cooking

A user defined Infinity mode stage operates at a target temperature for an unlimited time.

### Creation

To create a valid Infinity Cooking stage in the Manual Recipe creation screen, the user must:

* Press the Temperature button and enter a valid target temperature. (see [5.3 Temperature Keypads](#TempKeypad))
* Press the Clock button and select the --:-- button on the keypad (see [5.3 Time Keypad](#TimeKeypad))

An Infinity cooking stage shall run as either a standalone recipe or as the last stage in a multiple stage recipe.

### Running

When an Infinity Cooking stage is started, the UI shall send a command to the IO Board for the Target Temperature.

An Infinity Cooking stage when running shall display the following:

* In the upper left corner, a Temperature icon.
* To the right center justified, the current Target Temperature.
* In the middle a large circular progress wheel represented with a grey band depicting that the UI is not monitoring or displaying any recipe progress criteria.
* Inside the progress wheel a --:-- shall be displayed.
* To the upper left of the progress wheel is a Time icon.
* Below the progress wheel the current recipe stages are displayed with the current active stage yellow-filled, completed stages green-filled (if applicable) and no other stage is displayed after the Infinity stage.

At bottom far left a Cancel button when pressed shall Pause the current stage and display the Recipe Creation screen for the current stage.

On the Recipe Creation screen all buttons shall be disabled except for the buttons as follows:

* Green Play button (center) when pressed resumes cooking stage --:-- displayed inside progress wheel.
* Home button (bottom left) when pressed shall cancel the recipe and the UI shall display the Home screen.
* Cookbook button (right of Home button) when pressed shall cancel the recipe and the UI shall display the Main Cookbook screen.
* The UI shall not display a Recipe Done screen for an Infinity stage recipe therefore the Home and Main Cookbook buttons shall effectively Cancel an Infinity recipe.
* Lid Open and Close buttons (bottom right side) when pressed shall send the appropriate command to IO board.

The Infinity stage is always the last defined stage in any recipe.

## Convection Cooking

A user defined Convection cooking stage can be either a timed, probe or infinity stage with the addition of a Convection fan being utilized.

### Creation

To create a valid Convection Timed Cooking stage in the Manual Recipe creation screen, the user must:

* Press the Temperature button and enter a valid target temperature. (see [5.3 Temperature Keypads](#TempKeypad))
* Press the Clock button and select the --:-- button on the keypad (see [5.3 Time Keypad](#TimeKeypad))
* Press the Fan button ON (no red line)

To create a valid Convection Probe Cooking stage in the Manual Recipe creation screen, the user must:

* Press the Temperature button and enter a valid target temperature. (see [5.3 Temperature Keypads](#TempKeypad))
* Press the Probe button and enter a valid Probe temperature (see [5.3 Temperature Keypads](#TempKeypad))
* Press the Fan button ON (no red line)

To create a valid Convection Infinity Cooking stage in the Manual Recipe creation screen, the user must:

* Press the Temperature button and enter a valid target temperature. (see [5.3 Temperature Keypads](#TempKeypad))
* Press the Clock button and select the --:-- button on the keypad (see [5.3 Time Keypad](#TimeKeypad))
* Press the Fan button ON (no red line)

A Convection Timed or Probe cooking stage shall run as either a standalone recipe or as one stage in a multiple stage recipe.

A Convection Infinity cooking stage shall run as either a standalone recipe or as the last stage in a multiple stage recipe.

### Running

A Convection Cooking stage shall operate the same as the Recipes described in sections 7.1 – 7.3 with the following differences and additions:

* Prior to a Convection Cooking stage, the UI shall display a pop-up screen with the instruction to “CLOSE AND LOCK COVER” along with an image of an open LID over Kettle and arrow pointing down.
* In addition to the instruction above the UI screen shall display a Cancel button on bottom far left, a greyed-out Check Mark (disabled), and the Lid Open and Close buttons (bottom right side) which when pressed shall send the appropriate command to IO board.
* The user shall be required to press the Close button (if not done already) to Close the Lid.
* Upon the IO board via modBus reporting the Lid is Closed, the UI shall display a pop-up screen with the message “COVER CLOSED AND LOCKED” along with an image of a closed LID over Kettle.
* In addition to the message above the UI screen shall display a Cancel button on bottom far left and a green Check Mark to start the recipe.
* Upon a Convection Cooking stage start, the UI shall send an additional command to the IO board to turn the Fan On.
* Upon completion of a Convection Cooking stage, the UI shall send an additional command to the IO board to turn the Fan Off
* In the progress wheel along with the other recipe stage depictions, a FAN icon shall be displayed in the upper segment of the wheel indicating convection cooking is also running.
* The only button displayed on the Convection cooking stage is the Cancel Button.
* User shall be able to use Cancel button to Pause the recipe if the need to open the Lid is required.
* All other button actions work the same as described above in sections 7.1-7.3.
* Upon Resume of stage, the UI shall not monitor the Lid status and user action is required if convection cooking (Fan ON) is desired, the user must Close the Lid prior to Resuming the stage.

# PRESS & GO COOKBOOK

The Press&Go screen (see [Figure 7](#Fig7)) shall be accessed by pressing the Home screen Press&Go button.

All Recipes Saved in the Press&Go screen are user saved and accessible only through this screen.

The Press&Go screen shall include the following:

* Top header shall display the text Press&Go
* Two columns with 5 rows allow a maximum of 10 recipes to be displayed and Saved in the Press&Go screen.
* A Home button located on the far-left bottom of the screen when pressed shall open the Home screen on the UI.
* At bottom middle of screen shall be a Check Mark;  
  Check Mark is greyed-out and disabled with no recipes saved or no currently saved recipe selection is highlighted in the list.  
  Check Mark is Green and enabled when a saved recipe is highlighted (selected) allowing user to start a recipe.
* At bottom second from the right on screen shall be a Trash Can button.   
  Button is disabled unless a saved recipe is highlighted.  
  Button is enabled if a saved recipe is highlighted.  
  Pressing an enabled Trash Can button, displays a pop-up message “Are you sure you want to Delete Recipe?”.  
  If Yes is selected, the recipe is deleted from the Press&Go screen and replaced with a Grey-filled open slot.  
  If No is selected, the pop-up message is removed and no action is taken.
* At bottom right of screen shall be an Edit button.  
  Button is disabled unless a recipe slot is highlighted selected).  
  Pressing an enabled recipe slot shall open a Select Favorite screen displaying all recipes saved on the unit.
* Select Favorite screen shall have an X button at bottom of screen when pressed cancels the action and returns use to Press&Go screen.
* Select Favorite screen shall have a Check Mark at bottom of screen.  
  Check mark is greyed-out and disabled if no recipe is highlighted.  
  Check Mark is green and enabled if recipe is highlighted, and when pressed will save that recipe to the Press &Go slot selected.

# SETTINGS MODE

TBD

* Suggest 2 modes: Service and Manager – both Password protected.
* Configurable item in Manager mode to allow Main Cookbook recipe deletions.
* Storyboard items need further evaluation and discussions to ascertain customer requirements.

# MAIN COOKBOOK

The Main Cookbook screen (see [Figure 9](#Fig9)) shall be accessed by pressing the Home screen Cookbook button.

All Recipes displayed on the Cookbook screen are the master list of all recipes currently saved on the unit.

A maximum of 20 recipes can be displayed on a page (4 columns with 5 rows).

A maximum of 100 recipes can be saved on the unit (TBD).

A left and right arrow button shall provide the ability to display or select all available recipes.

At Bottom left the UI shall display a Home button to open the Home screen.

In middle bottom a Check Mark shall be displayed:

* Greyed-out and disabled if no recipe is selected.
* Green and enabled if a recipe has been selected.
* Pressing a green Check mark shall start the recipe selected.

At Bottom right the UI shall display an Edit button:

* Disabled if no recipe is selected.
* Enabled if a recipe has been selected.
* Pressing an enabled Edit shall open the Recipe Creation screen for this recipe where a user may edit, save, or run a recipe.