







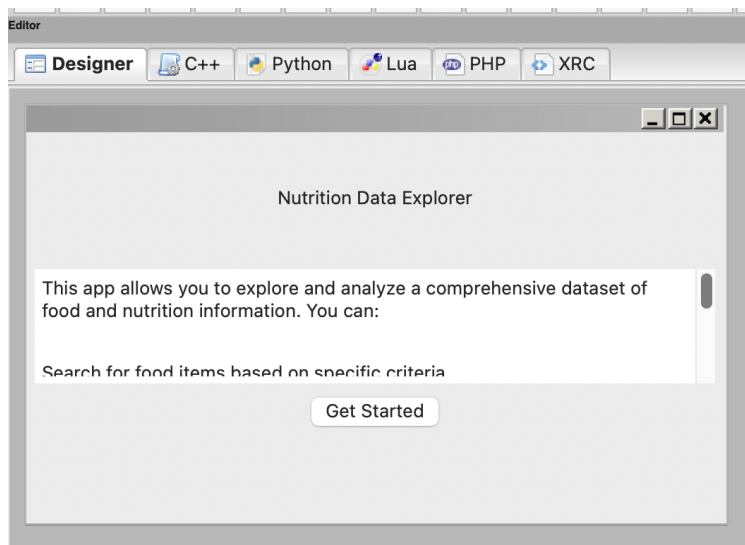
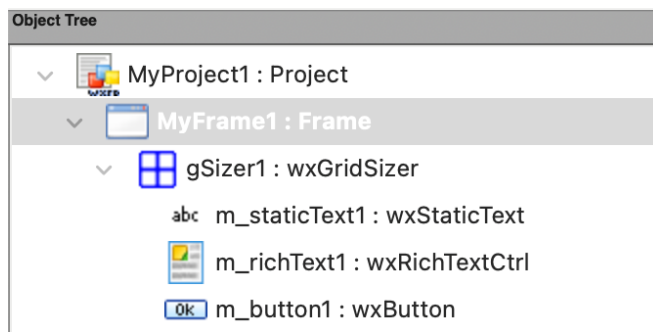


## Object Tree

- ▼  **MyProject1 : Project**
  - >  MyFrame1 : Frame
  - >  MyFrame2 : Frame
  - >  MyDialog1 : Dialog
  - >  MyDialog2 : Dialog
  - >  CreateRecipe : Dialog
  - >  RecipeBuilder : Dialog
  - >  change\_amount : Dialog

MYFRAME1:



MYFRAME2:

MyFrame2 : Frame

bSizer1 : wxBoxSizer

bSizer2 : wxBoxSizer

abc m\_staticText2 : wxStaticText

abc m\_textCtrl1 : wxTextCtrl

Ok m\_button2 : wxButton

Ok m\_button3 : wxButton

Ok new\_recipe\_button : wxButton

Ok view\_recipe\_button : wxButton

bSizer19 : wxBoxSizer

abc current\_recipe\_label : wxStaticText

abc current\_recipe\_value : wxStaticText

bSizer3 : wxBoxSizer

abc m\_staticText8 : wxStaticText

m\_grid1 : wxGrid

add\_menu : wxMenu

add\_item : wxMenuItem

Editor

Designer

C++

Python

Lua

PHP

XRC

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Select Filter

Search

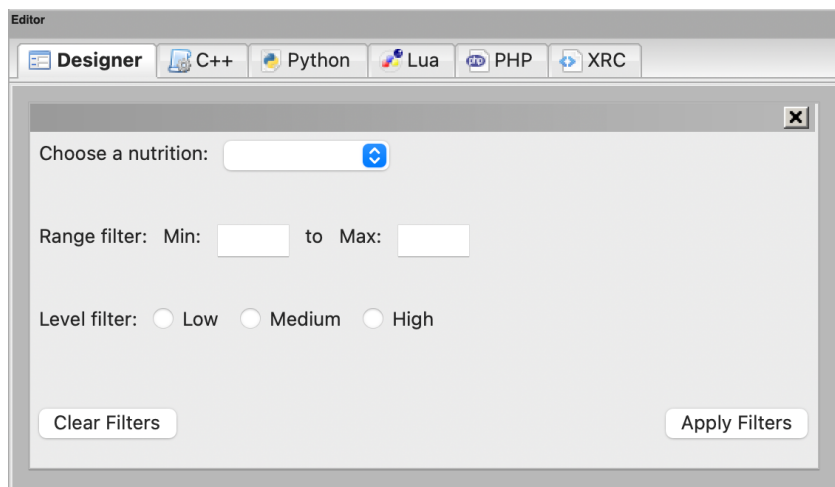
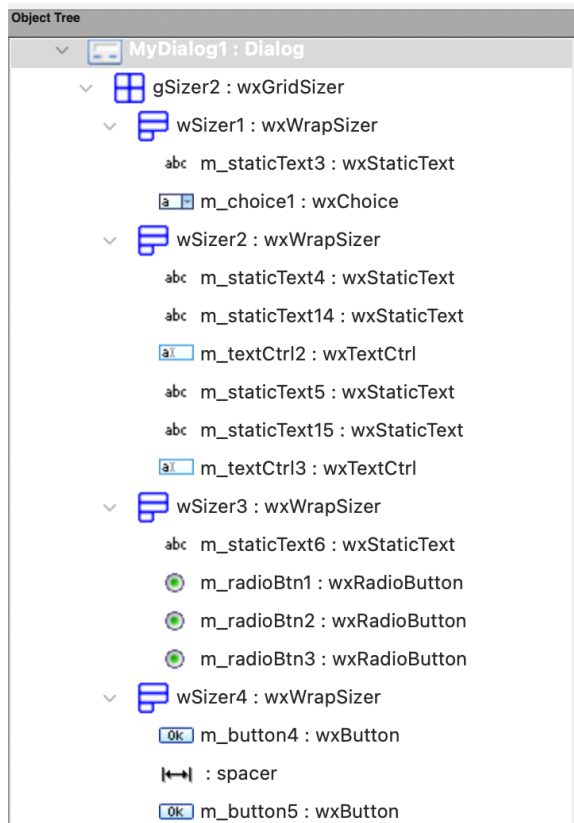
New Recipe

View Recipe

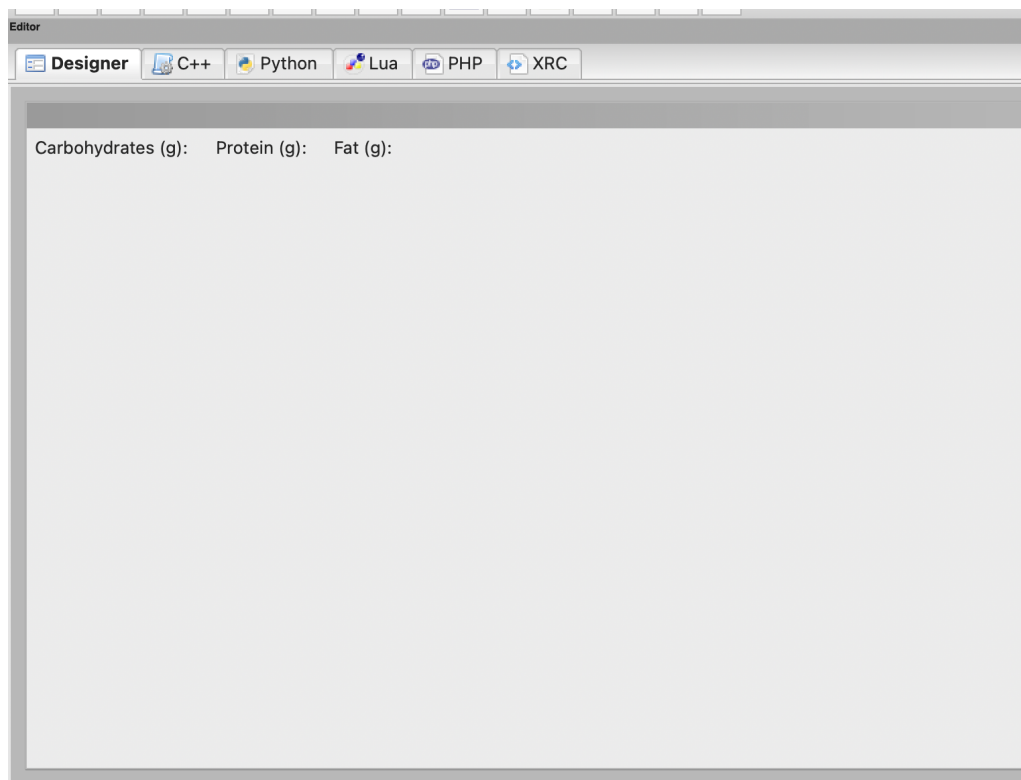
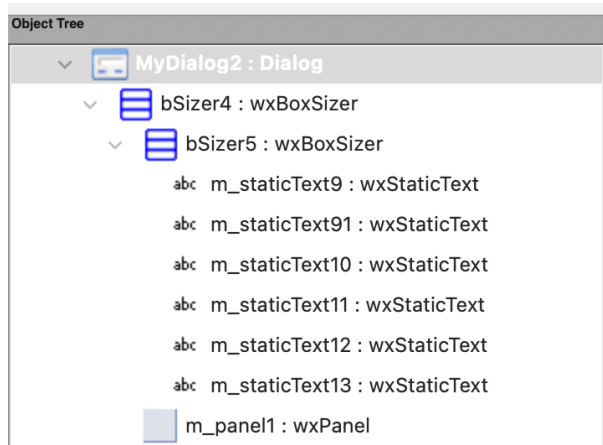
Building Recipe:

	A	B	C	D	E
1	A-1	B-1	C-1	D-1	E-1
2	A-2	B-2	C-2	D-2	E-2
3	A-3	B-3	C-3	D-3	E-3
4	A-4	B-4	C-4	D-4	E-4
5	A-5	B-5	C-5	D-5	E-5

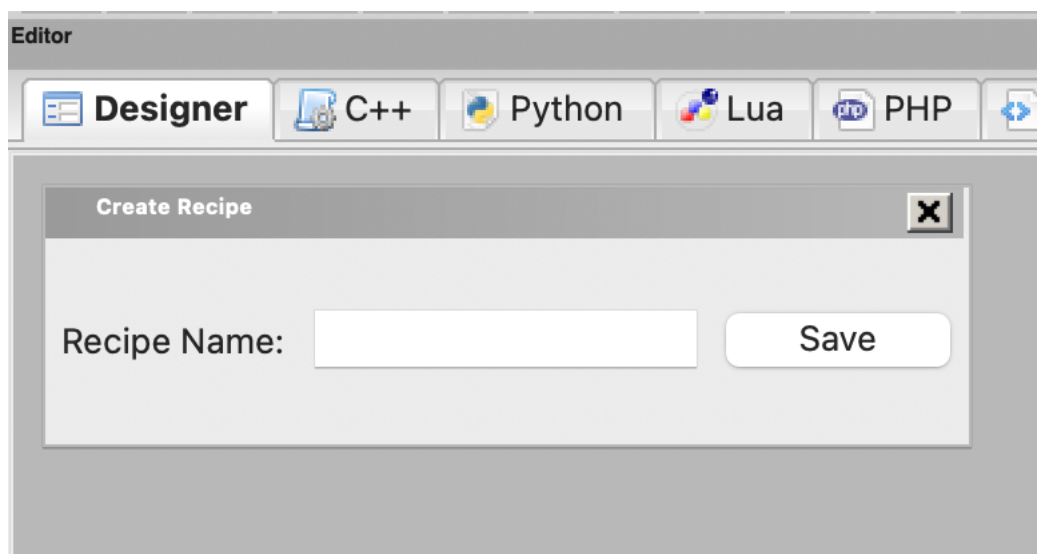
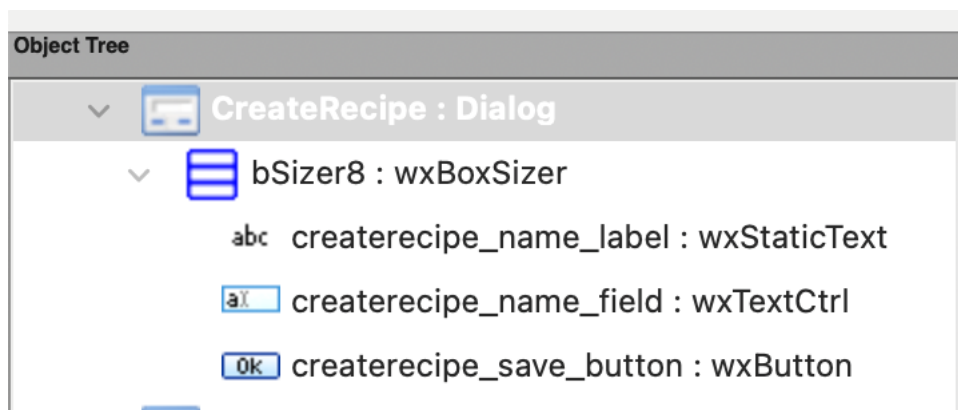
## MYDIALOG1:



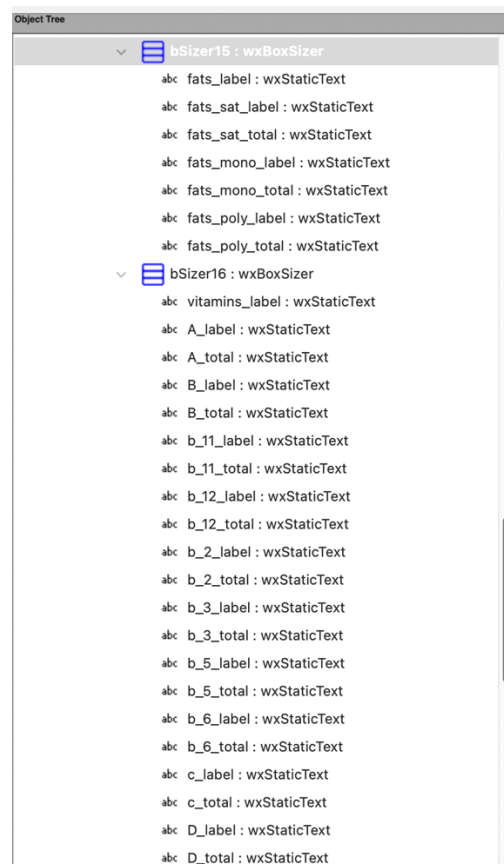
## MYDIALOG2:

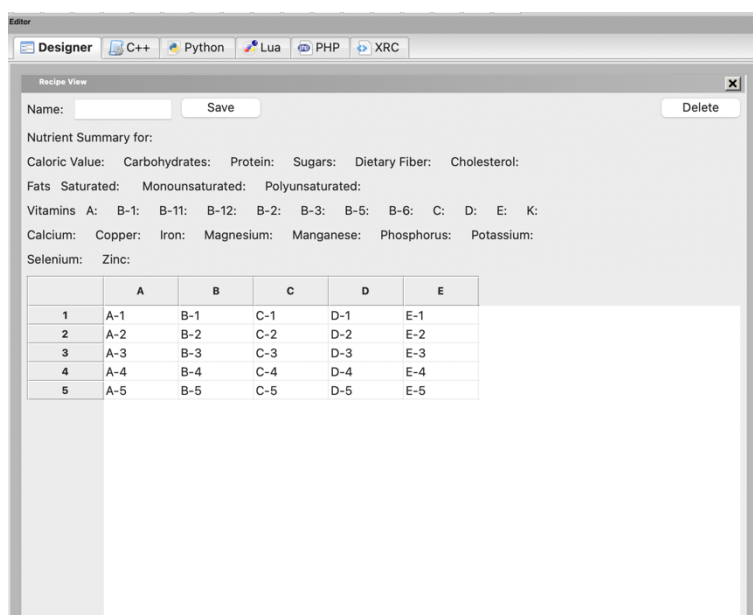


## CREATERECIPE DIALOG:



## RECIPEBUILDER DIALOG:







## CHANGE\_AMOUNT DIALOG:

