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# Universal Recipe Manager Guide

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## Introduction

This guide will cover all views of application.

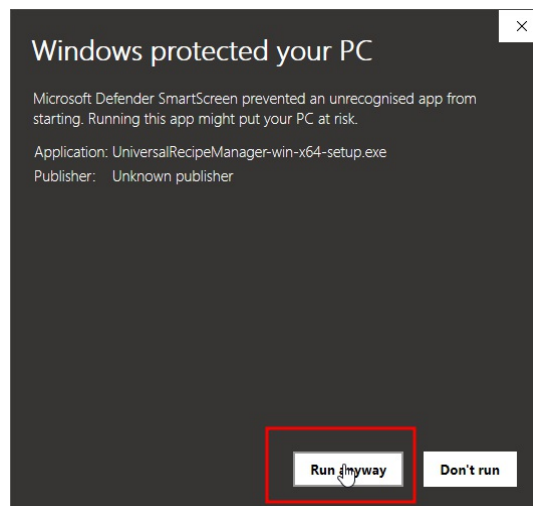
**Note:** Every image has numbers in red circles inside. These numbers are related to list below.

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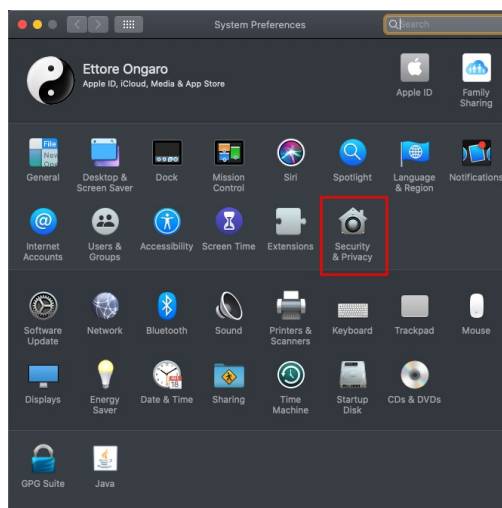
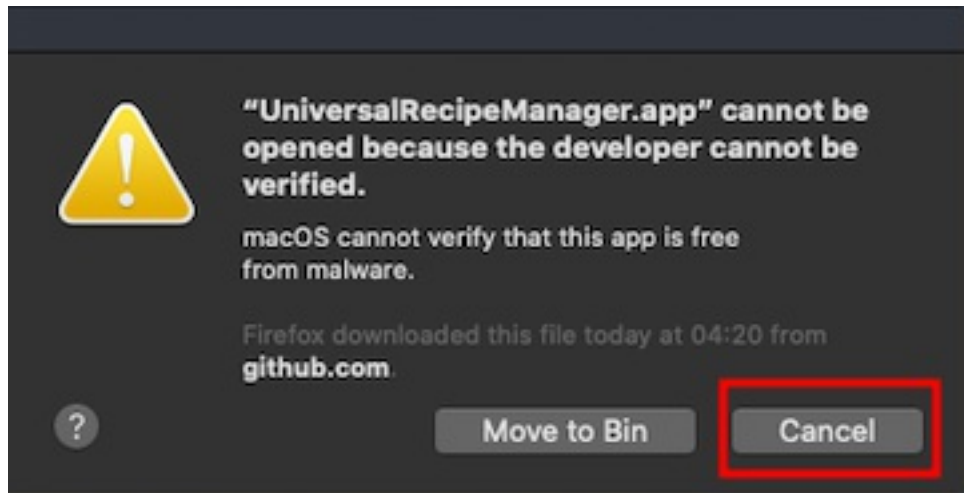
## After installation

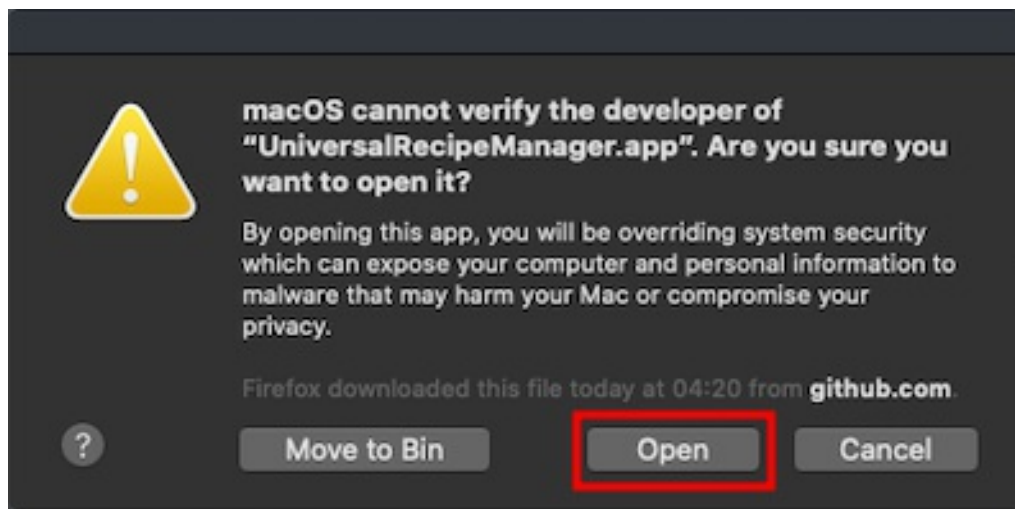
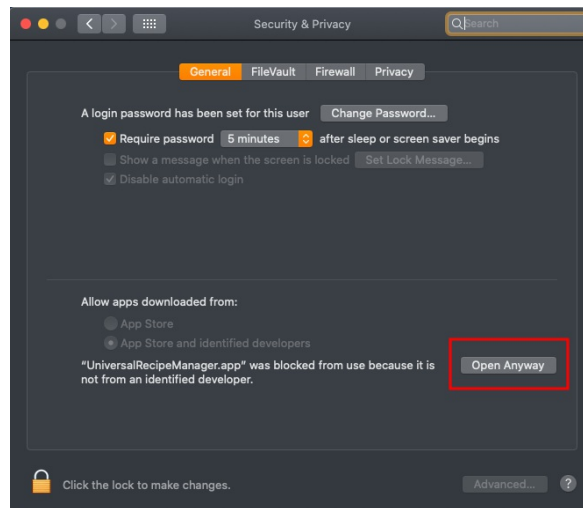
### Windows

**Note:** These actions works also for portable edition.



## Mac



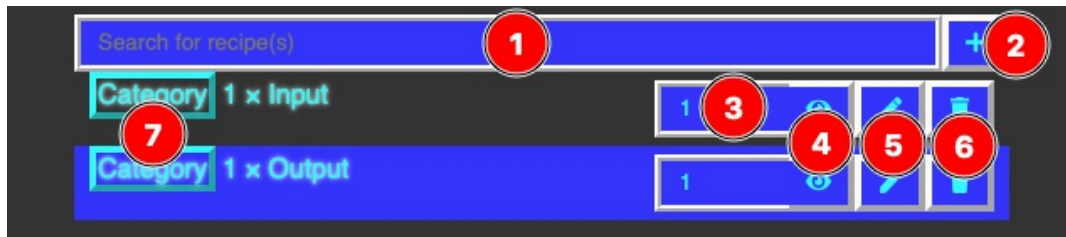


## Linux

Run once to apply mime types.

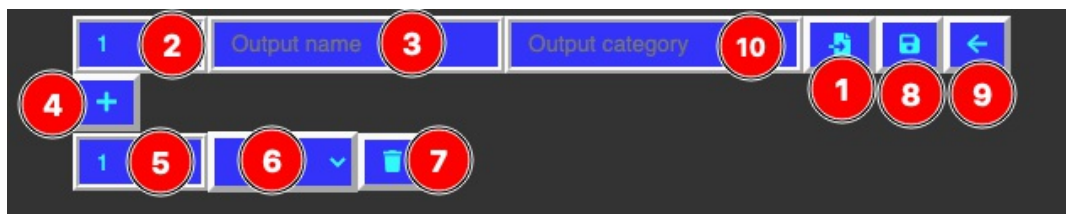
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## Home



1. Search bar: search for recipe(s)
2. Add/Import button: see [Create](#) section
3. Recipe amount: used to set amount to [showing](#) a specific recipe
4. Show recipe: see [Show](#) section
5. Edit recipe: see [Edit](#) section
6. Delete recipe: remove recipe from list and destroy its file
7. Recipe category: define a category for the recipe (optional)

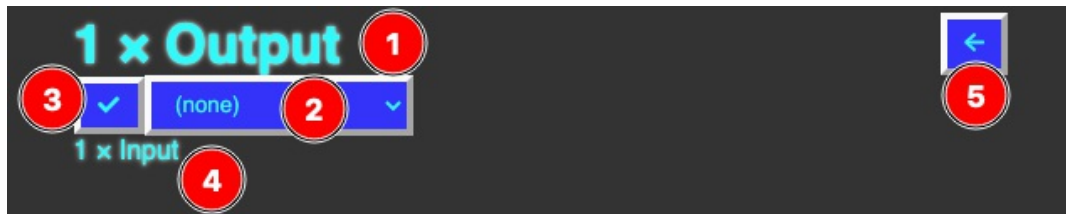
## Create



1. Import recipe(s): import previously created recipe(s)
2. Output quantity: how many items do the recipe made
3. Output name: visual identifier of recipe
4. Add input: add input to inputs' section\*
5. Input quantity: how many items do the recipe need\*
6. Input list: permit selecting previously created recipes\*
7. Delete input: destroy current input\*
8. Save and close: save recipe and go back to [home](#)
9. Close without saving: doesn't save recipe and go back to [home](#)
10. Recipe category: used to define the recipe's category (optional)

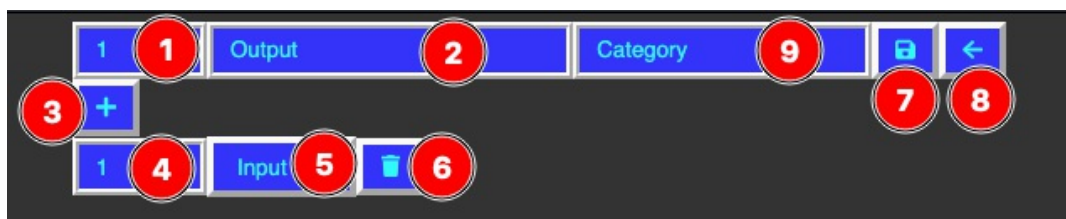
\***Caution:** These steps aren't needed to generate "not-craftable" items!

## Show



1. Recipe heading: contains amount selected and recipe output
2. Group by: group inputs with specific rules
3. Toggle precision: toggle precision mode, useful when inputs are fractional
4. Input list: all inputs needed to create the recipe, as tree view
5. Back: return to [home](#)

## Edit



1. Output quantity: how many items do the recipe made
2. Output name: visual identifier of recipe
3. Add input: add input to inputs' section\*
4. Input quantity: how many items do the recipe need\*
5. Input list: permit selecting previously created recipes\*
6. Delete input: destroy current input\*
7. Save and close: save recipe and go back to [home](#)
8. Close without saving: doesn't save recipe and go back to [home](#)
9. Recipe category: used to define the recipe's category (optional)

\***Caution:** These steps aren't needed to generate "not-craftable" items!

## Other features

- Opening a recipe (`.urmrecipe`) or lang (`.urmlang`) file with app will import it/those
  - Same result can be obtained by calling app executable in CLI and with parameters all the files to import
- Expanding lang support is possible by take a previous lang file and replace all values (**NOT** keys!)