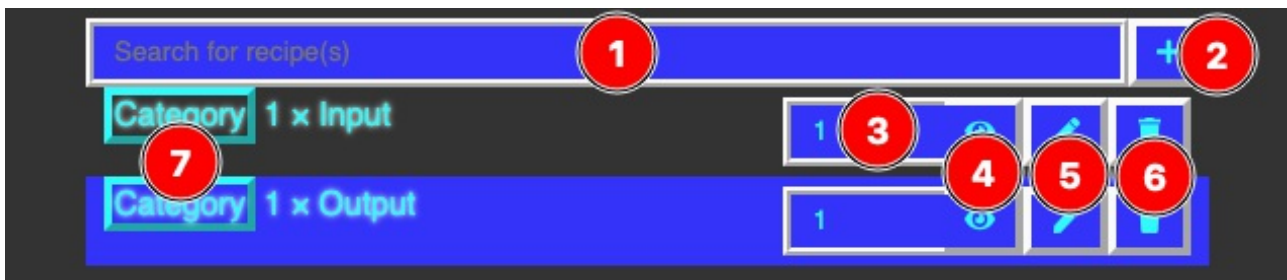

Universal Recipe Manager Guide

Introduction

This guide will cover all views of application.

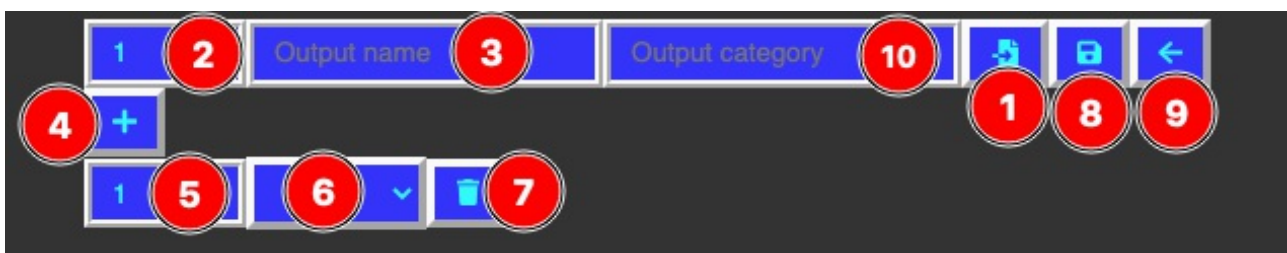
Note: Every image has numbers in red circles inside. These numbers are related to list below.

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)

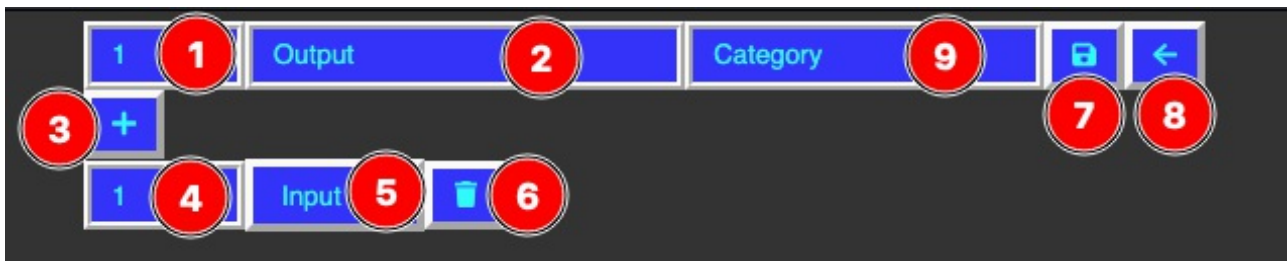
***Caution:** These steps aren't needed to generate "not-craftable" items!

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!)
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