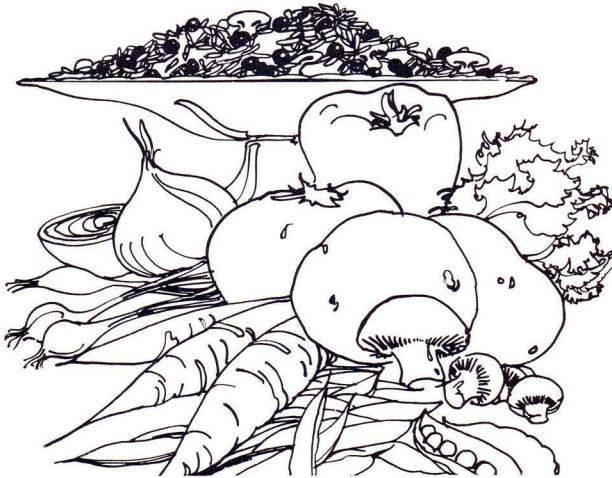


# ROBERT CARRIER'S MENU PLANNER

## VIC 20

COLOR COMPUTER

**cassette**  
SOFTWARE



- **Robert Carrier and VIC-20 help you plan a variety of interesting and practical meals for your family and friends**
  - **120 dishes and 20 wines data-base**
  - **Add your own dishes and wines**
- **Keep a complete and instantly accessible record of who had what with whom and when**

This Program requires the use of an 8K or 16K RAM Expansion Cartridge in the VIC-20

 **commodore**  
COMPUTER



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# Robert Carrier's Menu Planner

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## Menu Planner Program Notes

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Robert Carrier's Menu Planner is a practical VIC-20 program with many novel and useful features. Designed in consultation with Robert Carrier, the program will suggest four course menus with wine for up to 8 people, drawing on its data base of dishes and wines (prepared specially by Robert Carrier), keep a named list of your family, friends and guests, and a complete record of who ate what with whom and when.

A full cross indexing reference system is built into the program, the data base is reviewable on screen and can be changed, deleted and updated easily and as often as you wish. With the Menu Planner program you can:—

- Add new guest names, dishes and party details;**
- Review stored data;**
- Use the Planner to answer your own questions;**
- Keep accurate records on cassette of each alteration made in the Menu Planner.**

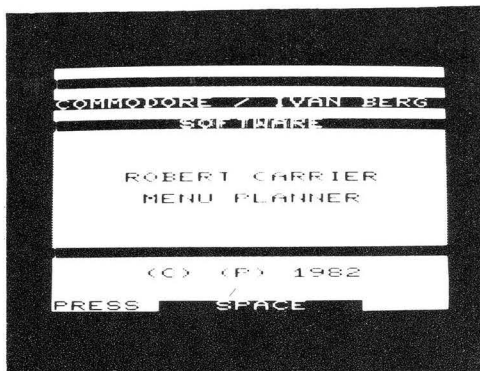
The best way to understand how the program works and how it can help you provide a varied and interesting menu for family meals and dinner parties is to use it. Follow these instructions carefully:

## Loading and Running

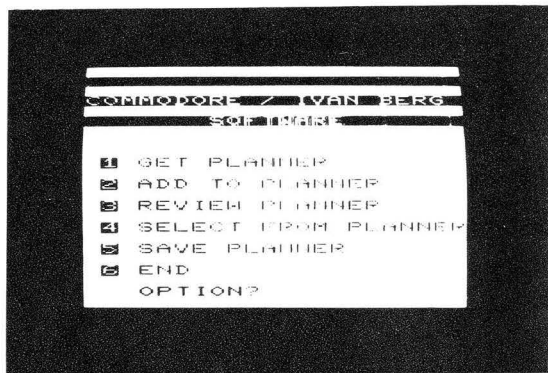
1. Switch off VIC to clear the memory completely and make sure your 8K or 16K RAM Expansion Cartridge is plugged into the slot at the back of VIC before carrying out the following:
2. Switch on VIC. Place the OPERATING SOFTWARE cassette in the cassette deck and ensure that the tape is rewound. (NOTE: The OPERATING SOFTWARE program is recorded twice on each side of the cassette for problem-free loading.)
3. Type LOAD "MENU" (Don't forget the quotation marks) and press RETURN. VIC will respond with PRESS PLAY ON TAPE.
4. Press PLAY on the cassette deck and VIC will respond with SEARCHING FOR MENU then after a few seconds FOUND MENU LOADING. Loading will take a couple of minutes.

If VIC does not display FOUND MENU LOADING after approximately 30 seconds, carry out step 1 to 4 again. If VIC does load the program but presents LOAD ERROR on screen, carry out steps 1 to 4 again but DO NOT REWIND THE TAPE. Remember the program is recorded twice on each side of the cassette. Once the program is loaded VIC will display READY.

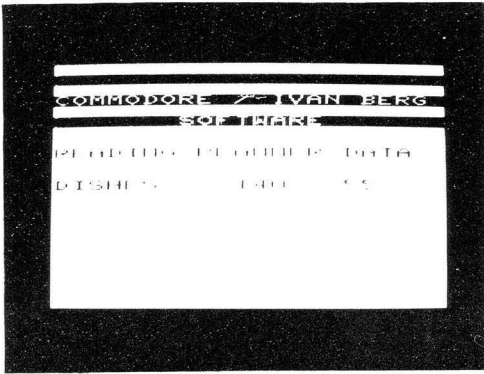
5. Type RUN and press RETURN.



6. This is the program title. Press the Keyboard Space Bar as requested



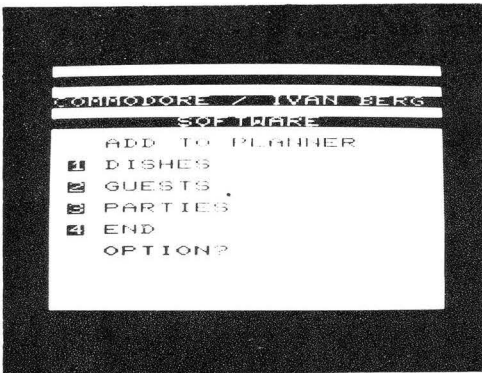
7. This is the Program's Main Menu. As you can see, there are 6 options. As the program cannot operate fully without data, select option 1 GET PLANNER and press RETURN. The VIC will ask you to load the Data cassette.



8. VIC will ask you to PRESS PLAY ON TAPE and will begin to search for the data. Notice the order in which the program reads the data — first dishes (140 including 20 wines), then guests (Nil because you'll have to put in your own list of names), and then parties (Nil because you'll have to put in your own parties). When the left hand figures and the right hand figures are identical, the program has loaded the data and you will be returned to the Main Menu.

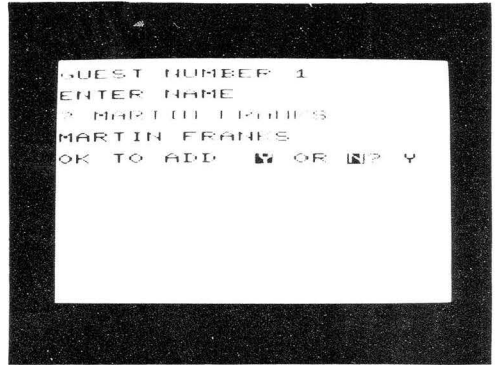
## 1. Starting Guest List and Adding Guests

From the Main Menu select 2 'Add to Planner'. You will then see the 'Add to Planner' menu.



To start the guest list, choose 2 'Guests' from this and type in all the people you

would like to include in your guest list. There is a limit of 30 names (8K version) or 60 names (16K version), so that if you have a long list put married couples as one name, eg. 'The Franks'. The program automatically remembers how many guest names you have.



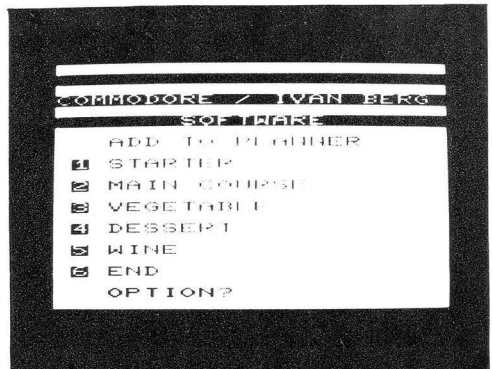
To exit from this sequence type 'END' and press Return. Press Space to return to the Menu.

This guest list can be added to at any time using the same procedure.

## 2. Adding Dishes

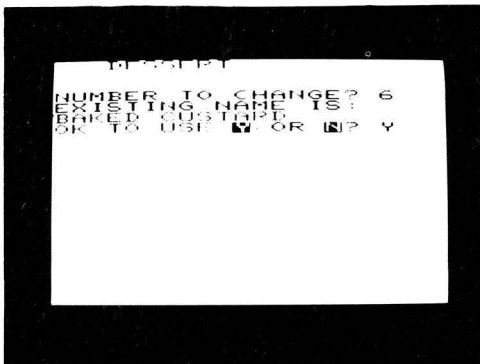
Suppose that you wish to add some of your own dishes which are not included in Robert Carrier's list. Select option 2 from the Main Menu and the Main Add Menu appears on the screen.

Select Option 1 from the Main Add Menu and the following Menu appears on the screen:—

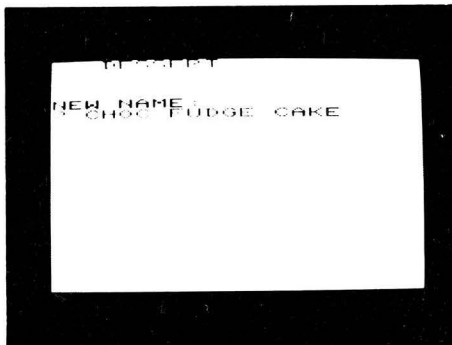


You want to add Chocolate Fudge Cake to the list of dishes so go through the following sequence:—

1. Is the dish a Starter, Main Course, Vegetable or Dessert? Chocolate Fudge Cake is a Dessert.
2. Since there is only a limited space available for storage of the item names, you will have to overwrite one of Robert Carrier's chosen dishes. Choose a dish which you have not used and are not likely to use (choose from either the table in this book or by 'Reviewing Dishes' — see later).
3. Write your new dish against the number of the dish you have changed eg. write "Choc. Fudge Cake" against no. 6 on page 15 'Your Own Desserts'. Note that there are only 19 spaces available for names of dishes so we've abbreviated 'chocolate' to 'choc'. Now select option 4 on the Add Menu, which gives the following screen:—



Follow the instructions on screen.



VIC now returns to the Add Menu. Entering 6 to this will return to the Main 'Add' Menu.

### 3. Adding Parties

Select 3 from the Add Menu. Follow the instructions to put in the date of the party, then the first fifteen names on the guest list appear. Select the number against the guest who came to that party and enter it. The prompt will reappear, allowing you to enter another number. When you have no more guests to enter from this screen, enter 'N' (Next) and this will give you the next batch of guests that are stored. (Note that a maximum of 15 names per screen can appear.) If you have 15 or-less guests in your list, the starter table appears. If you have many guests in your list, but have finished entering them for a particular party from a screen, then entering 'E' (End) will take you to the 'STARTER' table. A maximum of 8 guests per party is allowed. The program will accept a maximum of 30 parties with an 8K RAM pack and 60 parties if you use a 16K RAM pack.

The procedure for entering the dishes and wines is the same as for the guests. Note that entering 'E' at any stage during the process will exit from the table presentation and will add the party to the memory. The table appears in the logical order of:

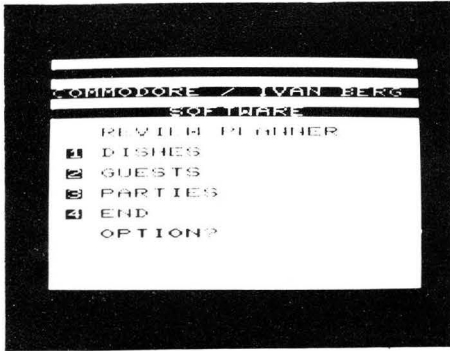
- STARTER
- MAIN COURSE
- VEGETABLE
- DESSERT
- WINE

There is a limit of 5 items per party, ie. one from each category, although there is nothing to stop you entering 4 Starters and a Dessert if you wish. N.B.

1. If you make a mistake when entering the details, the party record can be deleted in the 'REVIEW PLANNER' option.
2. Parties are recorded in date order so after entering your party, it will automatically be slotted into the right position.
3. The information is as yet only held in the computer's memory and will be lost when you end the program. To keep a permanent record see section 6 'SAVE PLANNER'.

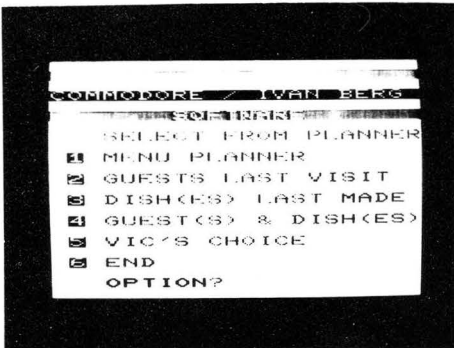
## 4. Review Planner

With this option you can inspect your code table and delete unwanted party records. Select number 3 from the Main Menu and the following screen appears:—



With dishes and guests, the tables are presented a screen-load at a time. Press 'Space' to go to the next screen.

Party details are printed in date order, the latest first.



An answer 'Y' will delete the details of this party and go on to print details of the next party. An answer 'N' will also continue with the next party but will keep this party record intact. The response 'END' will return to the 'REVIEW' Menu. To return to the 'Main Menu' from the 'Review Menu', choose option 4 'END'.

## 5. Select from Planner

Select Option 4 from the Main Menu and you can make use of the data that you've been entering so studiously! After typing '4' this Menu appears.

### 1. Menu Planner

Using the 'MENU PLANNER' option allows VIC to help you to choose a Menu. After selecting this option and pressing RETURN, a screen of suggestions for each course and a wine appears. The program then asks if you wish to keep each course in turn. (Type 'Y' or 'N'). A response of 'Y' means that the dish will be retained. A response of 'N' means that VIC will in due course make another suggestion for that dish. After saying 'Y' or 'N' to each course, VIC gives another suggested Menu — retaining those courses that you indicated. VIC now prompts only for those courses that it has just changed. The sequence is repeated until you have said 'Y' to every course and wine.

'TODAY'S MENU' then appears together with the question 'CHECK FOR LAST MADE'. A response of 'Y' causes VIC to search through your party records to find the last time you made any of the dishes in 'TODAY'S MENU'. After the search is completed, VIC returns to 'TODAY'S MENU' and allows you to change any course as you might have made it too recently. The whole sequence is repeated until a response of 'N' is given to 'CHECK FOR LAST MADE'. 'TODAY'S MENU' is retained on the screen until the 'SPACE' is pressed and you are returned to the SELECT FROM PLANNER Menu.

## 2. Guest(s) Last Visit

Type '2' and you can find out when Martin Franks last came to dinner. The program reviews the guests. Enter the code number of Martin Franks, press RETURN then SPACE as requested. Type 'E' and RETURN to show the latest party where Martin was present.

Enter 'Y' in answer to the question 'continue' and the program searches back in time for Martin's previous visit. If there were none, you will be returned to the Menu. Answer 'N', 'END' or any other answer and the Menu returns. You can also check for more than one guest to see when two people were present together or separately.

## 3. Dish(es) Last Made

This displays dishes in the same way as for guests. Enter the code number of the dish you wish to trace and the program prints details of all parties containing the selected dish. To exit from this sequence type 'END' and press Return. Press Space to return to the Menu.

## 4. VIC's Choice

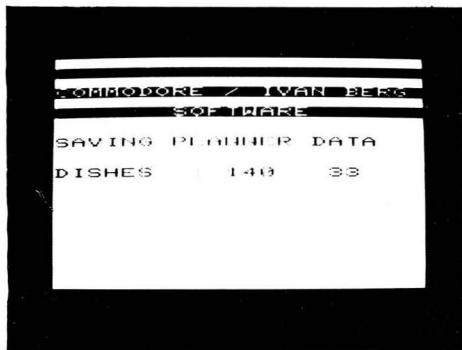
This option permits the computer to choose at random a selected number of guests from your list together with a random four course menu. Type in the number of guests you would like and you will see 'VIC'S CHOICE' giving guests and dishes. Press the Space Bar to return to the Select Menu, choose option 6 'END' to return to the Main Menu.

## 6. Save Planner

If you have made any changes to your planner data using 'ADD PLANNER' or 'REVIEW PLANNER' or 'DELETE PARTY', you should 'SAVE' the revised data for future use. Use a new blank cassette to save the new or updated data. You will then have both old and new records, and so have more room to store data. You will also have a back-up tape in the unlikely event of having any problems with your own PLANNER data tape.

Put a new cassette in the machine, rewind and ready.

Follow the instructions and the program gives:



After 'Saving' the planner returns to the 'Main Menu'. Type '6' and VIC ends the program.

## 7. Creating Your Own Data —Guests, Dishes, Wine

To get your own information or data into the program, you should arrange your guests and dishes in table form so that each item has its own code number. Follow Figures 1, 2, 3, 4 and 5 which are examples of dish and wine tables, and Figure 6 which is a sample guest list. PLEASE NOTE THAT YOU CAN ALSO INSPECT THE TABLES ONCE CREATED AND ENTERED USING THE 'REVIEW' OPTION OF THE PLANNER IF YOU DO NOT WISH TO KEEP WRITTEN RECORDS. The references are to page numbers of the following Robert Carrier books:—

- GD = GREAT DISHES OF THE WORLD  
— The new Marshall Cavendish edition.
- CFY = COOKING FOR YOU (Published by Hamlyn)
- E = ENTERTAINING ROBERT CARRIER (Published by Sidgwick and Jackson)
- FWF = FOOD, WINE AND FRIENDS (Published by Sidgwick and Jackson)
- NE = NEW EDITION

Any name can be changed to reflect your own menu and preferred dishes. Return to the Main Menu, select 'END', then type 'RUN' and press Return to clear the existing data from the memory completely then select



option 2 'Add to Planner'. To make a list of your own dishes, choose option 1 from the Add Menu. The program now goes to the Add Dishes Menu. Select Option 1 to enter a starter.

Type 1 for first entry in answer to 'Number to change'.

Type 'Y'.

The program then asks for the name of the dish. This cannot be more than 19 letters. After each entry you will be returned to the Add Dishes Menu. When you have entered as many dishes as you want, press '6' on the *Add Dishes Menu to return to the Main Add Menu*. Type '4' to return to the Main Menu and save to tape or display as required. To add guests from the Main Add Menu, use the program exactly as though the data tape had been loaded (see page 3).

## 8. Dishes and Wines

### Starters – Fig. 1

1. CAULIFLOWER SALAD	GD (NE) 313
2. CHKN/HAM CROQUETTES	CFY 67
3. CHKN LIVER OMELET	CFY67
4. COLD CURRIED EGGS	CFY 12
5. CRAB SALAD	E 30
6. CURRIED APPLE SOUP	GD (NE) 70
7. EGG APPETISER	E 124
8. FIFINE'S PIPERADE	GD (NE) 102
9. GAZPACHO	GD (NE) 71
10. GNOCCHI AL HERBE	CFY 89
11. LEEK/PUMPKIN SOUP	GD(NE) 61
12. MARINATED KIPPERS	CFY 23
13. MARINATED MUSHROOMS	E 29
14. MED FISH SALAD	GD (NE) 41
15. MOULES MARINIERE	GD (NE) 144
16. MUSHROOM QUICHE	CFY 18
17. MUSSELS/SNAIL BUTTER	GD (NE) 147
18. OEUFs FLORENTINE	GD (NE) 96
19. ONIONS MONEGASQUE	GD (NE) 42
20. ORANGE/CHICORY SLD	CFY 102
21. ORANGE VINAIGRETTE	E 178
22. PATE LIEGEOIS	E 98
23. QUICHE FINES HERBES	GD (NE) 54
24. RATATOUILLE	GD (NE) 273
25. ROQUEFORT QUICHE	CFY 17
26. SALADE NICOISE	GD (NE) 304
27. SCALLOPS PROVENCAL	GD (NE) 149
28. SPAGHETTI AL TONNO	GD (NE) 288
29. SPAGHETTI CARBONARA	CFY 80
30. TOMATOES GUACAMOLE	GD (NE) 48

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## Main Dishes – Fig. 2

1. BEEF POT ROAST	E 126
2. BLANQUETTE DE VEAU	CFY 46
3. BOEUF STROGANOFF	CFY 38
4. CHICKEN BROCHETTES	CFY 66
5. GERMAN VEAL/ALMONDS	E 98
6. GRILLED SEA BASS	E 137
7. IRISH STEW	GD (NE) 188
8. ITALIAN BEEF STEW	GD (NE) 169
9. ITALIAN LAMB CHOPS	GD (NE) 185
10. ITAL LIVER/ONIONS	E 122
11. LAMB PATTIES/BACON	CFY 58
12. MARIN'TD LAMB CHOPS	GD (NE) 185
13. MEAT LOAF	E 43
14. NAVARIN DE MOUTON	GD (NE) 187
15. OLD ENG CHKN PIE	GD (NE) 232
16. OSSO BUCCO	E 23
17. PILLOWS OF CHICKEN	E 174
18. PORK/RICE CASSEROLE	E 77
19. SALMON/SNAIL BUTTER	CFY 24
20. SCALLOPINI/LEMON	CFY 43
21. SALTIMBOCCA	GD (NE) 201
22. SHEPHERD'S PIE	GD (NE) 172
23. SLICED BEEF IN ASPIC	CFY 41
24. SPAGHETTI BOLOGNESE	E 159
25. STEAK AU POIVRE	CFY 37
26. TURBOT IN CHAMPAGNE	GD (NE) 116
27. VEAL/ASPARAGUS	E 101
28. TURKISH LAMB KEBABS	GD (NE) 178
29. VEAL/OLIVES	CFY 45
30. VEAU NORMANDE	CFY 43

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## Vegetables – Fig. 3

1. BAKD STUF'D MUSH	GD (NE) 277
2. BEANS A L'ANCIENNE	CFY 92
3. BEANS HERB DRESSING	CFY 98
4. BRD BEANS/HERB BUTR	CFY 92
5. CARROTS & MUSHROOMS	GD (NE) 279
6. COURGETTES EN SLD	GD (NE) 314
7. CHINESE GREEN BEANS	E 20
8. EASY SAFFRON RICE	GD (NE) 297
9. FRENCH STYLE PEAS	E 20
10. GRATIN DAUPHINOIS	GD (NE) 266
11. GREAT CABBAGE	E 19
12. GREEN RICE	CFY 84
13. LEMON GLAZED CARROTS	CFY 93
14. LETTUCE/GRN GOD DRG	CFY 100
15. NOODLES/ALMONDS	CFY 81
16. PETITS POIS AU LARD	GD (NE) 280
17. POMMES AU BEURRE	E 64
18. POMMES FIFINE	CFY 96
19. PORTUGUESE RICE	CFY 83
20. POT' HOLLANDAISE	CFY 93
21. RICE/COURGETTES	CFY 85
22. RICE PILAFF	E 50
23. RISI E BISI	GD (NE) 297
24. SAFFRON RICE SALAD	E 56
25. SALAD AVOCADO	GD (NE) 305
26. SALAD MINT DRESSING	CFY 99
27. SALAD CAPER DRES'NG	CFY 98
28. SAUTEED SPINACH	GD (NE) 276
29. SPINACH SALAD	E 76
30. TOMATOES PROVENCALE	E 44

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## Desserts – Fig. 4

1. ALMOND PUFFS	CFY 127
2. ANANAS GLACE	GD (NE) 332
3. APPLE SNOW	E 35
4. APPLE PIE/ORANGE	E 73
5. ARANCE ALLA MARSALA	CFY 157
6. BAKED CUSTARD	E 66
7. BAKED PEARS	GD (NE) 334
8. BISCUIT TORTONI	CFY 113
9. BRANDIED APPLE TART	CFY 123
10. BRIOCHEs AUX PECHES	GD (NE) 346
11. CASSATA	E 41
12. CHERRIES JUBILEE	CFY 117
13. COLD CHOC SOUFFLE	FWF 187
14. COLD LEMON SOUFFLE	E 103
15. COMPOTE OF BERRIES	FWF 185
16. COUPE CREOLE	GD (NE) 332
17. CREAMY PEACH PIE	FWF 174
18. CREME CARAMEL	FWF 186
19. ENG STRAWB TRIFLE	CFY 156
20. GRANITA DI CAFFE	E 76
21. ICED SOUFFLES	GD (NE) 331
22. LEMON MERINGUE PIE	CFY 127
23. LITTLE FRUIT TOWERS	FWF 182
24. ORANGE DESSERT	E 33
25. ORANGE WATER ICE	CFY 112
26. PEACH/HAZELNUT FLAN	CFY 121
27. PEACHES/RASPBERRIES	CFY 156
28. SUMMER LEMON CAKE	GD (NE) 324
29. TULIPES GLACEES	FWF 189
30. ZABAGLIONE PUDDING	GD (NE) 337

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## **Wines – Fig. 5**

### **White:**

1. W – SANCERRE
2. W – MUSCADET
3. W – CHABLIS
4. W – MEURSAULT
5. W – MACON-VILLAGES
6. W – GRAVES DE PORTETS
7. W – FUME BLANC
8. W – ORVIETO CLASSICO
9. RO – ROSE D'ANJOU

### **Red:**

10. R – BEAUJOLAIS
11. R – FLEURIE
12. R – BROUILLY
13. R – ST. EMILION
14. R – COTE DE BEAUNE
15. R – VOSNE-ROMANEE
16. R – CHAMBERTIN
17. R – CHATEAU TALBOT
18. R – PINOT NOIR
19. R – CHIANTI CLASSICO
20. R – RIOJA

# Your Own Wines

1																			
2																			
3																			
4																			
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Example:

W	-	S	A	N	C	E	R	R	E										
---	---	---	---	---	---	---	---	---	---	--	--	--	--	--	--	--	--	--	--









The information in this manual has been reviewed and is believed to be entirely reliable. No responsibility, however, is assumed for inaccuracies. The material in this manual is for information purposes only, and is subject to change without notice.

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