

About Your Free Copy of GlazeMaster

Several Years ago I announced my plans to retire from supporting GlazeMaster and to open it up and dedicate it to the public domain. While I set the date for doing that at 1/1/2018, I have decided to do it on or a little earlier. The free copies you download will not require an installation code and may be shared freely with others. Here is some additional information that will make using GlazeMaster more reliable.

1. The files in the GlazeMaster 3.02 folder should all be left in that folder. You can put the folder anyplace on your computer that is convenient for you. I often recommend your Documents folder because that is most likely to get backed up regularly.
2. The download copy cannot be modified except to add your own recipes and materials. It is what FileMaker calls a runtime program. However I will also upload a copy of the original FileMaker files from which GlazeMaster emerged. These are FileMaker 11 files and a copy of that program or one that is more recent is required to run the original files. The files will run with either a Mac or Windows copy of FileMaker. If you have FileMaker Advanced you can make your own runtime copies to share with others. The only thing I ask is that you put notes (or a link to them) on the Splash page so others will know what modifications have been made and by whom. I, of course, accept no responsibility for modifications others make. Some of the calculations are very complex—please know what you are doing when you modify the files and test them thoroughly before you release them to others.
3. **For Mac owners some serious problems exist beginning with Sierra (OS 10.12) and are still there in High Sierra (OS 10.13).** GlazeMaster runs fine on Mac OS 10.11 (El Capitan) and older. I have been working for a couple weeks to solve these problems, but have not been successful so far. I cannot recommend you start using GlazeMaster if you are using or planning to upgrade to Sierra or higher. For those already using GlazeMaster, parts of it are still useable in Sierra and High Sierra. That is explained in the next paragraph below. **So far as I can tell, the free Windows copy should run normally without the problems described in 4 below up to and including Windows 10.**
4. The problems alluded to in the above paragraph are described here. As noted, these crept into the system beginning with Mac OS 10.12 (Sierra) and are still there in Mac OS 10.13 (High Sierra). When you start GlazeMaster you will probably be told that it cannot find the file Displays.USR which it needs. When you click OK you will be taken to a file finding dialogue box. Make sure you know where the GlazeMaster 3.02 folder is and select the Displays.USR file in that folder. The program will then complete the startup process. Your may have to do this every time you start the program. It is not a big deal once you do it the first time. The more serious problem is that you will not be able to add new recipes or materials. The program will simply crash. You still can access recipes and materials that were entered in earlier versions of the OS. You can even change a recipe composition and have GlazeMaster recalculate unity. You can print recipes. So all is not lost from your previous work. When you quit GlazeMaster you may also get a message that it quit unexpectedly. Ignore this. Sorry about this, but I have spent many hours trying to find and

fix this problem and simply cannot. Maybe someone working with the original FileMaker files will be able to figure out how to fix it.

5. Some alternatives (or options) to get a running copy are described on masteringglazes.com/ There is a link to click on on the Downloads page.
6. I will still respond to simple questions as long as I can, but please read the User's Guide that is a pdf file in the folder you downloaded.