

Importing Recipes and Materials from older versions of GlazeMaster into version 3.0 and above

Version 3.0 of GlazeMaster is a runtime program based on FileMaker 11 whereas versions 2.3r3 and below were based on FileMaker 6. There is a significant change in file format between these versions of FileMaker such that data cannot be readily exchanged between the two versions. What the following paragraphs will describe is a way to move your recipes, recipe sets and materials from one version to the other; however you will have to manually re-enter Limit Sets, Preference Sets, and Expansion Coefficients if you made any changes to those in your earlier version of GlazeMaster.

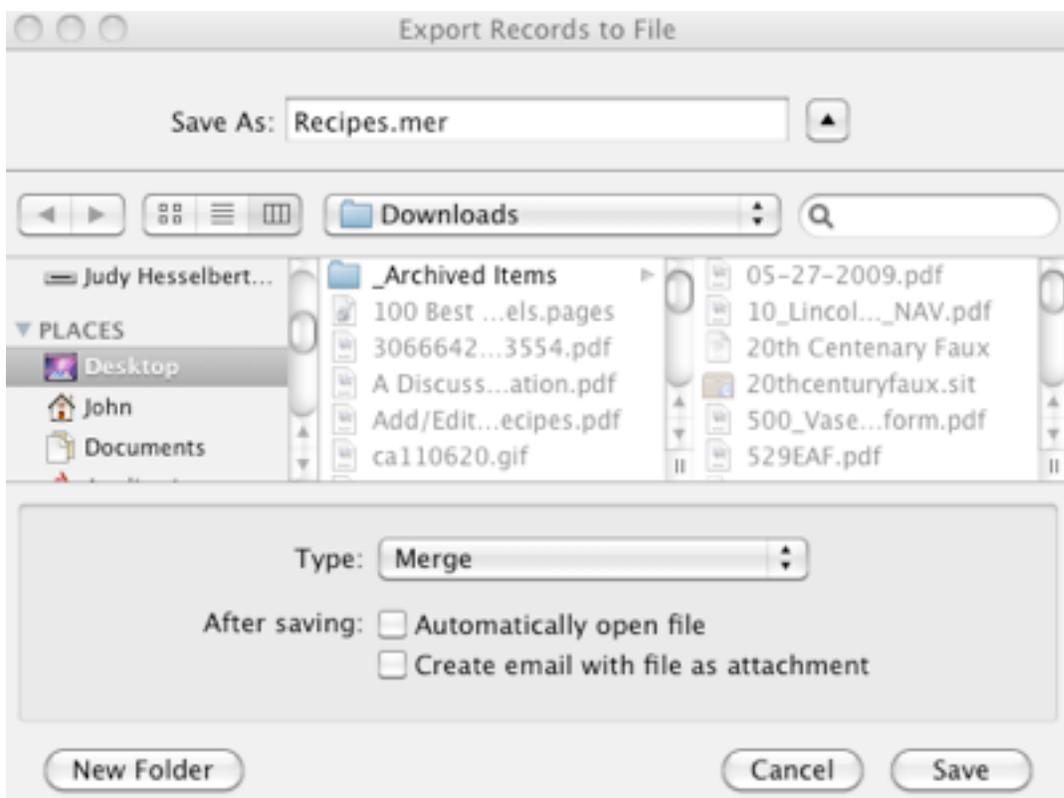
The procedure is relatively simple, but must be done carefully. The simplest description is that you must export the Recipes.USR and Materials.USR files from your old program and import them into the new. You must be able to still run your old program to complete this procedure so, if you are a Mac users make sure you can still run Snow Leopard or an earlier version of OSX. Versions of GlazeMaster 2.3r3 and lower will not run on Mac OS 10.7 (Lion).

First start your current version of GlazeMaster (2.3r3 or earlier).

Exporting Recipes

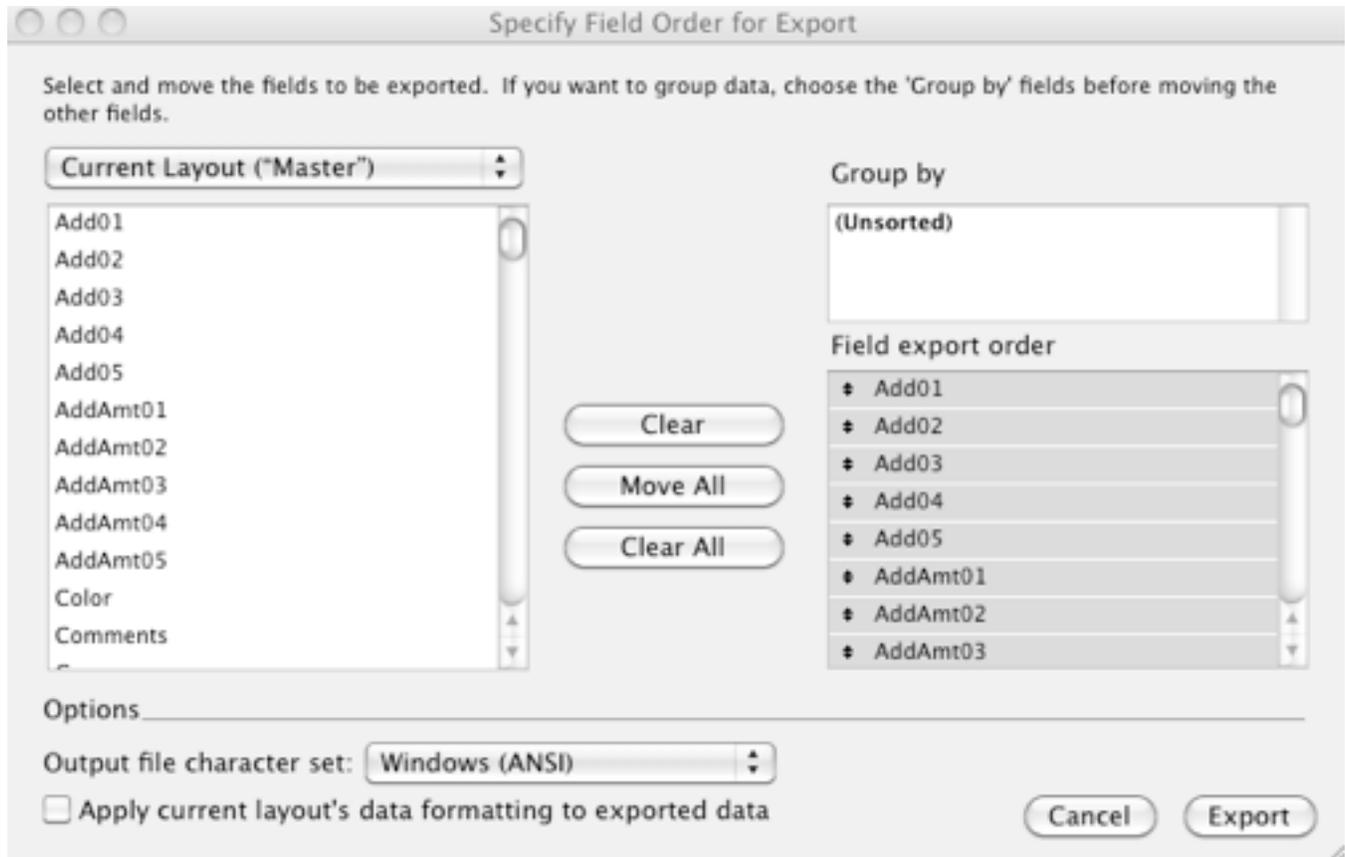
Select "Import/Export/Delete/Change Recipes and Materials" on the Main Menu.

Then Select "Export All Recipes". This will bring up a dialogue box where you have to specify the name, type, and location of the exported file. First change the type by selecting 'Merge' from the pull-down menu. It is critical to select 'Merge' because it is the only file type that will import correctly into the new version. Then change 'Untitled' to a file name you will remember--Recipes.mer would work. Last select a location you will remember--right in your original GlazeMaster folder is OK--it really makes no difference as long as you will be able to find it a bit later in the process. Make sure 'Automatically open file' and 'Create email with file as attachment' are NOT checked. On my Mac that dialogue box will look like this (I chose my Downloads folder as a convenient place to store the file):



Now click "Save".

In the next dialogue box, click on 'Move All' so that all the fields in all of the records in the Recipes.USR file are exported. The dialogue box will look approximately like this:



Now click 'Export' and go throw a few pots. Exporting a large number of recipes is a time consuming task. My file of 706 recipes took just about an hour. So don't despair if your computer seems to be counting its fingers and toes for a loooooong time. It is really working very hard.

Exporting Materials

Now we will do the same thing for the Materials.USR file in your old copy of GlazeMaster.

Select "Import/Export/Delete/Change Recipes and Materials" on the Main Menu.

Then click on "Export Materials"

Change the file type to 'Merge' on the pull down menu, name the file, and select a place to store the file--the same place as you stored the Recipes,mer file would be best.

Click "Save" and then click on "Move All" in the next dialogue box.

Finally click on "Export". You only get a short break this time as exporting the materials file does not take nearly so long.

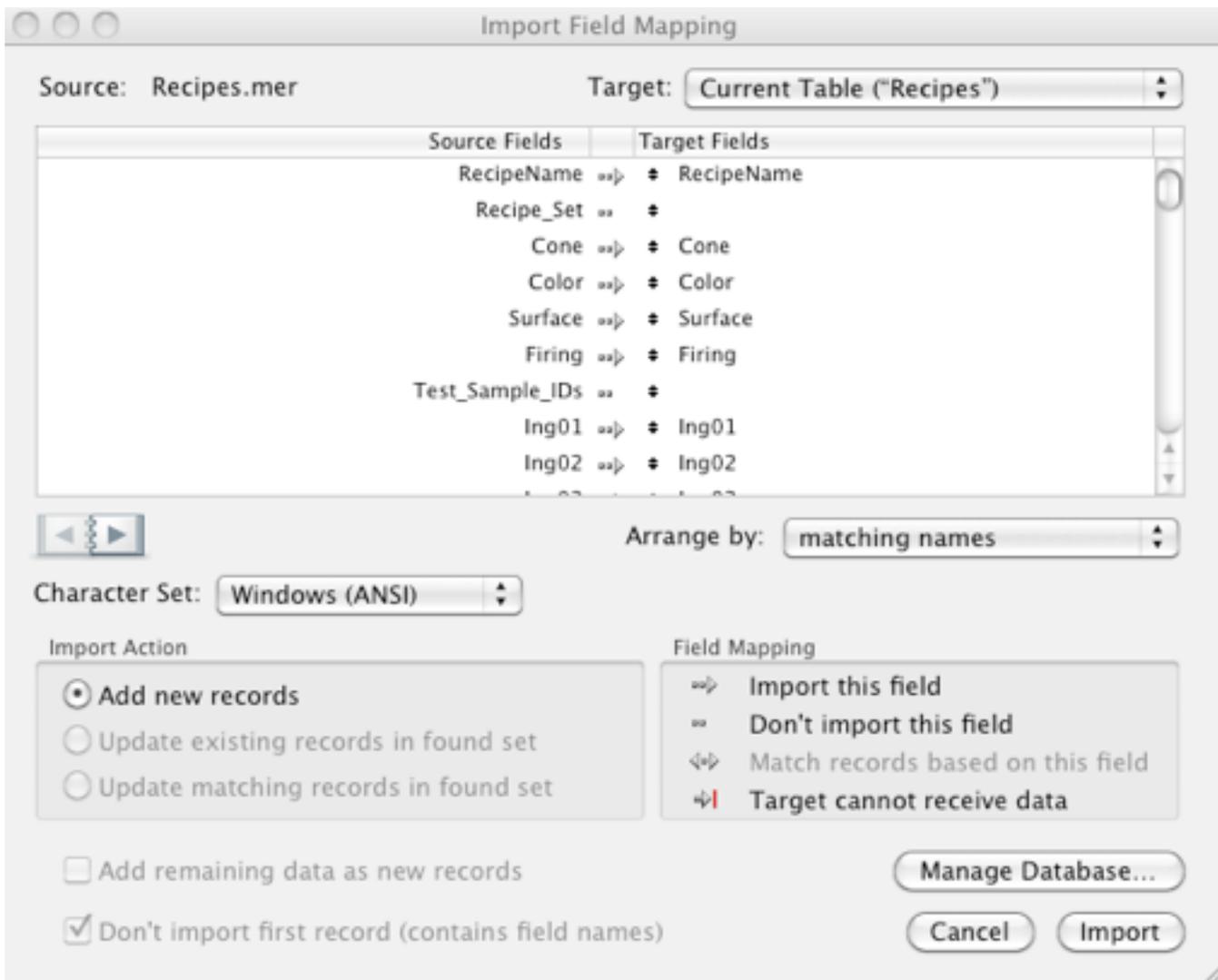
Importing Recipes

Importing recipes from your .mer file is quick and easy with two little complications. With version 3.0 running, click on “Import/Export/Delete/Change Recipes and Materials”. Then click on “Import Recipes”. You will first be asked whether or not you want to delete the existing recipes leaving only the ones you import. This is a good idea if the program is brand new and you have not already been adding to your recipe database. The recipes that came with the program are probably already in your .mer file that you just exported from your old version and having duplicate copies of recipes can confuse your poor computer. So I normally recommend clicking ‘Yes’ unless you have already added a bunch of recipes to version 3.0 or just like mucking up your data file for the perverse pleasure it gives you. If you click ‘Yes’ you will be asked to confirm that you really want to delete all of those recipes.

Next you will be taken to a file finding dialogue box where you will locate that .mer file you just exported from your old version.

Can’t find the file? Make sure ‘All’ or ‘Merge Files’ is selected on the File Type pull down menu on the file finding dialogue box.

When it is highlighted, click ‘Open’. Now comes the part where you have to be careful. Take a close look at the dialogue box below:



At the top you will see the names of the file you are importing and where GlazeMaster intends to put the data. Next you will see a box (with a scroll bar) with all the field names for both the Source and Target fields. They need to be matched up. Below that box you will see that “matching names” has already been selected and if you scroll through the box of field names you will see that all but two are matched (plus some left-overs that are at the bottom). The two that have no match, but should, are ‘Recipe_Set’ and ‘Test_Sample_IDs’. This happened because a .mer file doesn’t like spaces in a field name so it put an ‘_’ where there was a space in those two field names. FileMaker/GlazeMaster, on the other hand, thinks spaces are just fine.

Now scroll almost to the bottom of that box and in the ‘Target Fields’ column you will see ‘Recipe Set’ and a little above ‘Test Sample IDs’. **Now this is important:** Move ‘Recipe Set’ up first. You do this by clicking and holding on the little tiny two-headed arrow immediately to the left of the first letter ‘R’ of Recipe set. If you slide that arrow up ‘Recipe Set’ will follow along. When you get to the top of the box you will have to find just the right spot to get the scrolling to continue on up. But you need to take that ‘Recipe Set’ target field all the way up until it is alongside ‘Recipe_Set’. When you get it in place, be sure to click the little symbol between the two fields so it shows as an arrow. If you don’t make this change your Recipe Sets will not be imported. Then do the same thing with ‘Test Sample IDs’. Now please double check **after you get these two fields moved into place and make absolutely sure**

that the little ‘Import this field’ arrow alongside these fields is selected. Just click on it to change it if necessary.

Now notice that ‘matching names’ has been changed to ‘custom import order’. That’s OK. As you scroll through the field names you will also notice that some of the field names in the Target Fields column are greyed-out. That is OK too. Those fields are calculated within GlazeMaster so they will not be imported. You will also notice there are some fields that are unmatched at the bottom. That’s OK too. That happens because of a difference in the number of fields I used in different versions.

Depending on which version you have exported from, the specifics above may be a little different, but the principles are the same: Match the names as best you can and don’t worry if a few don’t have matches.

When you are satisfied with the matches, click ‘Import’ and ‘Import’ again in the next dialogue box. In a few seconds you should see an information box that looks like this:



As soon as you click ‘OK’ in the information box above, GlazeMaster will go through a routine that re-establishes the master list of recipe set names by looking at each of your recipes. It usually only takes a few seconds--you probably won’t even notice the delay. Your recipes and recipe sets have now been imported, but don’t peek at them yet, because your materials haven’t been imported. Do that now.

Importing Materials

The process for importing materials is exactly the same, but simpler. Start by clicking on ‘Import Materials’ and decide whether to delete the existing materials. There is almost certainly duplication here, but there is another consideration. I have included significantly more materials in version 3.0 than in earlier versions. So you may want to add the materials and then go through the pain of weeding out the exact duplicates (those with exactly the same name). Or, if you have never added any or changed their names, you may not want to import at all. It is your choice.

The simpler part is that all the field names should line up between the two files so there should be no need to find and move any like there was for recipes. If they don’t line up, make sure ‘Matching Names’ is selected on the pull down menu ‘Arrange By’.

Matching Up Limit Sets, Preferences, and Expansion Coefficients.

I could find no way to export and import these variables so, if you have changed from the original ones that came with the program, you will have to make those changes manually.

To add Limit Sets or Preference Sets you will have to copy them down using your old copy of GlazeMaster and re-enter them on the new. I found that very few potters used these features so it will not be a big job for most. Even fewer people have changed expansion coefficients, but if you did those changes must also be re-entered manually.

Done

Now go enjoy using the latest version of GlazeMaster!

And if don't succeed in doing the above

You can just start over if you mess it up the first time. As long as you have a good copy of your original GlazeMaster folder you haven't lost anything but a little time.

I am also willing to do it for you, but I must charge a modest amount for my time. The fee will be a minimum of US\$25.00 to a maximum of \$50.00 depending on the size of your Recipes.USR file. You will have to upload a copy of your GlazeMaster folder and I should be able to do it within a few days of receiving that. Email me at john@frogpondpottery.com for more detailed information and payment instructions.