

Read Me First--Mac OS X
VERY IMPORTANT--PLEASE READ CAREFULLY

This folder contains the installer program for GlazeMaster 2.3r3, GM23r3OSXInstaller.

Note: If you have previously installed GlazeMaster 2.3 release 3 from the trial version, there is no need to reinstall it. However, if for some reason you need/want to reinstall it, change the name on the folder of the existing GlazeMaster 2.3r3 folder that is on your hard drive (e.g. to GlazeMaster 2.3r3-old). **Otherwise the existing folder will be overwritten and recipes in that folder will be lost.**

Double click on the installer program and follow the instructions on the screen. A folder titled GlazeMaster 2.3r3 will be installed in your Applications folder--usually the one available to all Users on your machine. However, on rare occasion it may be installed in your user-specific Applications folder. If you don't find it in one place, look in the other. You may move this folder to another location if you wish, but do not remove any of the files from it. Also it must remain on a hard disk; the program cannot be run from a CD. Within this folder you will find several files, 1 of which is of specific interest.

Look for the **GlazeMaster** application file. You may make an alias of it if you wish and locate that alias anywhere on your hard drive or Desktop. Alternatively you may drag it to your Dock. Double click on the application file or its alias (single click if you put it in your Dock) to launch the GlazeMaster program.

If you are an owner of an earlier version of GlazeMaster, use the same installation code that you received when you purchased that program. It is either on the inside of the front cover of the User's Guide or on a small card that was inside the front cover when you opened the package. If you followed the registration process, but have misplaced the code, I will send it to you on proper identification.

If you have been using an earlier version of GlazeMaster and want to transfer your work to 2.3r3, run the upgrade process (Transfer Files from Earlier Version button on the Main Menu) before you start adding recipes or materials to this version. **Before you run the upgrade process be sure you know the location of your earlier version. It will be in a folder named GlazeMaster X.Y where X.Y is your earlier version number. You must locate this folder correctly during the upgrade process or you will be upgrading (or trying to) from the wrong files.**

The upgrade process erases recipe and material files currently in this version and replaces them with the ones in your earlier version. **The upgrade process is simple, but it must be done carefully. Do it when you will not be distracted for a few minutes. Detailed instructions are provided on-screen during the process.**

What's New in this version 2.3r3 is listed on the next page of this document. In addition, in case you are upgrading from an earlier version, the improvements made since 1.0 are described on succeeding pages.

I hope you like GlazeMaster and will use it on an ongoing basis. If you have any questions please feel free to contact me at: john@frogpondpottery.com

John Hesselberth
late October 2006

What's New in GlazeMaster 2.3r3

Some of the newer computers—both Windows and Macs—were incorrectly evaluating your installation code and rejecting it. A simpler algorithm has been used which should solve that problem.

What's New in GlazeMaster 2.3

There are a number of improvements and changes in this version that need explanation and or instructions that are not in the User's Guide.

1. On recipe screens you will see a button that says "Copy Recipe to Clipboard". This allows you to then 'Paste' (Command -V for Mac; Ctrl-V for Windows) the recipe into any text document, e.g. an e-mail or word processing document. You can then further edit it to meet the format requirements of your text document.
2. Also on recipe screens you will see a button labeled "Change Exp Coeffs". This lets you toggle between three sets of coefficients which are commonly used. The coefficients currently entered are those in Appendix C of the User's Guide; however, you may change to any others you wish. Simply click on "Change Expansion Coefficients" on the Main Menu. The third column of coefficients is intended for your use; however, you may change any of the columns if you wish. The place this toggling feature is not implemented is in the Blend Calculations section of the program. There only the left hand column of coefficients in Appendix C is used and displayed.
3. You can now Find and Print multiple recipes with certain restrictions. Click on "Find/Print Multiple Recipes" on the Main Menu. You can search on Cone, Surface, Color, Recipe Set, Date, Test Sample IDs or the Comments fields. Multiple entries are allowed, e.g. you could search for cone 6 glazes that are semimatte and white. Use the little 'Rolodex' icon in the upper left of the 'Find Selected Recipes' screen to scroll through your found set of recipes. By adding appropriate notes in the Comments field you can increase the power of this addition to GlazeMaster. For example, just add 'favorite' to the comments section of your favorite glazes and you will then be able to find and print them as a set. Experiment a bit with this option and I think you will realize how powerful it can be, particularly if you have a large recipe file. **Important Note to Windows users:** The printer you use must be your default printer when printing multiple recipes. If you use another printer the first recipe will be printed and the remainder will be queued for or sent to your default printer. This is not a concern for Mac users.
4. A new choice under "Add/Edit/View Recipes" on the Main Menu has been added. The third radio button, 'Single Recipe with Material Table' sends you to a screen where the entire materials file appears as a scrollable table on the right side of the screen. So, for example, this would allow you to see all of the Ferro Frit compositions at once letting you choose the best one for your need. Again, **Windows users** may find this screen does not fit well on their monitor without scrolling unless you have a monitor with resolution greater than the 1024 x 768 I recommend for use with GlazeMaster. It will fill essentially the entire screen on a 1024 x 768 Mac monitor.
5. Lastly, I have tried to clean up some of the words on buttons or dialogue boxes that people found confusing. I hope I have not made them worse.

What's New in GlazeMaster 2.2

1. You can now add 4 photos to each glaze recipe file instead of only one. A 'gallery' page has also been added that will let you print those 4 photos and some of the information about the glaze in an attractive format. You can toggle between any of the recipe screens and this 'gallery' page. You can also access it from the Print button on the main menu. Short comments may be added below each of the 4 photos. (Note: if you want more than 4 photos, just add a second copy of that recipe giving it a slightly different name, e.g. Glaze X, p. 2. Then you can add 4 more photos to that 'page' and so on.)
2. You can now print lists of all of your recipes and all of the materials in the materials data base. This feature is accessed by selecting the appropriate 'radio button' on the Main Menu and then clicking the Print button.
3. Error trapping has been further improved. Version 2.1 and earlier could freeze up in some circumstances if a blank was entered as a Recipe Name or a Material Name—that should not happen anymore.

Version 2.1 Improvements

In addition to the improvements made in 2.0 (listed below) two features have been added.

1. Recipe cost is now calculated in units of your choice (Cost in \$, £, ¥, or ; quantities in lb or kg). To use this feature you must add your materials cost to each material in the Materials file. Detailed instructions can be found in the online GlazeMaster Help file.
2. Parts of the Edit Menu and the Format Menu are now active. This is useful primarily when you are working in the Comments fields or other text-entry fields and want to copy text from another source or highlight parts of it.

In addition 2 problems with version 2.0 have been corrected. First, for Windows users, the Print Recipe and Print Batch Mix Sheet features now print on one page instead of carrying over to a second page. For all users, a small mistake in calculating Corner B of a quadraxial grid has been corrected.

Several other minor changes to improve intuitive use of the program have also been made.

Version 2.0 Improvements

- It runs faster, particularly on 2 recipe screens
- A major new section has been added to help you analyze blends, whether they be line, triaxial, or quadraxial (Currie or ones of your own design). This should make your blend experiments more efficient by calculating ahead of time the alumina, silica, and expansion coefficient numbers for every composition in the blend. It will also color code the individual compositions in the grid to help you see which of those compositions might best meet your needs.
- A special screen is now provided for clay body design. It calculates 'alumina unity' and 'iron in flux unity' numbers in addition to the traditional unity and weight percent numbers and also has room for more ingredients (see next item).

- Space for ingredients has been increased from 10 to 12 (15 on the clay body screen) and for additives from 5 to 6 (0 on the clay body screen).
- An option has been added for a 'short' version of the pull-down menus that are used to select ingredients for your recipes. The long version used in GlazeMaster 1.0 is still available also. You can choose which you want by Preference settings.
- It is easier to rapidly switch between immediate and delayed recalculation when using the '+' and '-' buttons to adjust recipe amounts.
- Changing names of recipes or locating a lost recipe is easier via a choice on the Main Menu.
- Printing of a photo of your recipe is now included on the 'Print Recipe' screen.
- Numerous small cosmetic and speed-enhancing changes were made for consistency, improved readability and improved performance.