



RMRShop Shopping List Manager

(for Symbian OS Series 80
– Nokia Communicator 9210/9210i/9290 and 9500/9300)

User Guide



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RMRShop Overview

RMRShop 'Shopping List Manager' is designed to help you efficiently plan your visits to the supermarket.

The idea is that you predefine master lists of items that you normally buy in each of your local stores. You categorise them by the names of their aisle locations and adjust their order so they match the store layout. When it is time to go shopping you can build your shopping list simply by selecting the items from the store list. Then as you walk around the store the shopping list items will be presented in the correct aisle order. Items can be crossed off as they 'obtained'.

If the cost option is enabled, each item can be allocated an estimated cost so you can see how much your shopping bill is going to cost.

The program has all the file handling commands you would expect from a Symbian program, so that you can create multiple stores and multiple shopping lists.



Screen views

RMRShop has three screen views:

1. **Shopping List**
2. **Store**
3. **Aisles** (for the defined store)

The normal Ctrl+Q will cycle round them, or you can use the **Switch view** menu option to select a particular one.

The default setting is for the main screen to be split into two panels. The left side has the selected shopping list and the right side the selected store, which makes it simple to select items from the store to go into the shopping list. The first CBA button will switch between List and Store screens, as will the Tab key (depending on the configuration preferences).

 RMRShop 1:36 AM 	Food-list		<i>Sainsburys</i>		Store Add item Obtain Close
	Item	Aisle	Item	Aisle	
	Apples	Fruit	Sugar	Dried Foods	
Cheese	Dairy	Sultanas	Dried Foods		
Chocolate	Confectionery	Sweetcorn	Frozen		
Coca Cola	Drinks	Tea Bags	Beverages		
Merlot Wine	Off Licence	Toilet Paper	Personal		
Mushrooms	Vegetables	Tomato Puree	Pasta		
* Peanuts	Crisps	Tomatoes	Tinned Food		
Potatoes	Vegetables	Tonic Water	Off Licence		
Tomatoes	Tinned Food	Toothpaste	Personal		
Toothpaste	Personal	Washing Powd	Cleaning		
		Whisky	Off Licence		
		Yoghurt	Dairy		
6/10 Quantity : 1 Kg					

The selected Shopping List and Store names are shown in the titlebar. The bottom line shows a counter of the item position and the total number of items in the list/store. Also, if the cost option has been turned on, the cost of the selected item is shown, with the estimated total cost if the focus is on the Shopping List.



A single screen mode can be used when building a store, or for checking off the Shopping List. This allows you to see the cost and quantities directly associated with all the displayed items.

Sainsburys			
Item	Quantity	Cost	Aisle
Lemonade	2 Ltr bottle	0.00	Drinks
Merlot Wine	1 Bottle	0.00	Off Licence
Muesli	1 Packet	2.28	Cereals
Mushrooms	1 Kg	0.00	Vegetables
Onions	1 Kg	0.00	Vegetables
Orange Juice	1 Ltr	0.92	Drinks
Paper Towels	1 Roll	0.00	Kitchen
Pasta Sauce	1 Jar	0.00	Pasta
Peanuts	1 Packet	0.00	Crisps
Pears	6 tins	0.00	Tinned Food
Peas	1 Kg	0.00	Frozen
Pesto	1 Jar	0.00	Pasta
44/69		Quantity : 1 Kg	Cost : 0.00

Moving around

Use:

- Up/Down arrow keys to select entries.
- PgUp/PgDn to move a screenful at a time.
- Home/End to go to the top or bottom entry in the screen.
- Ctrl+Q to cycle through the List, Store and Aisles screen views.
- Ctrl+V to switch between single and split panel views.
- Ctrl+O to switch between shopping List files if you have more than one, or simply use the L/R arrows (if enabled in the Preferences option).
- Ctrl+W to switch between Stores if you have created more than one, or simply use the L/R arrows (if enabled in the Preferences option).

Working with stores

Creating stores files

The **Stores** menu gives the options for maintaining store 'files' to contain default lists of items.

Use **Add store** Shift+Ctrl+J to create a 'file' for each store you visit:

- Give it a **Name**. This store name will be identified on the right of the program titlebar.
- **Based on** can be either the **Default** store that comes with the program (already containing over 70 items), an existing named store you have created before, or to be initially **Empty**.

Then use the **Aisles** and **Items** functions to build the contents in aisle order for the store (see the respective sections of this guide).

The Store view is one of three program views (Lists and Aisles being the other two). The default setting is for the main screen to be split into two panels with the store view on the right. Use **Switch view** Ctrl+Q to cycle through the views, and Ctrl+V to switch between **Single** and **Split** panes.

Use Update store Shift+Ctrl+O to change the name of the store.

Use Delete store Shift+Ctrl+B to delete the store if no longer required.

Use Switch store Ctrl+W to switch between stores if you have created more than one.



Or simply use the L/R arrow keys to cycle round stores (if enabled in **Preferences**).



Building aisles

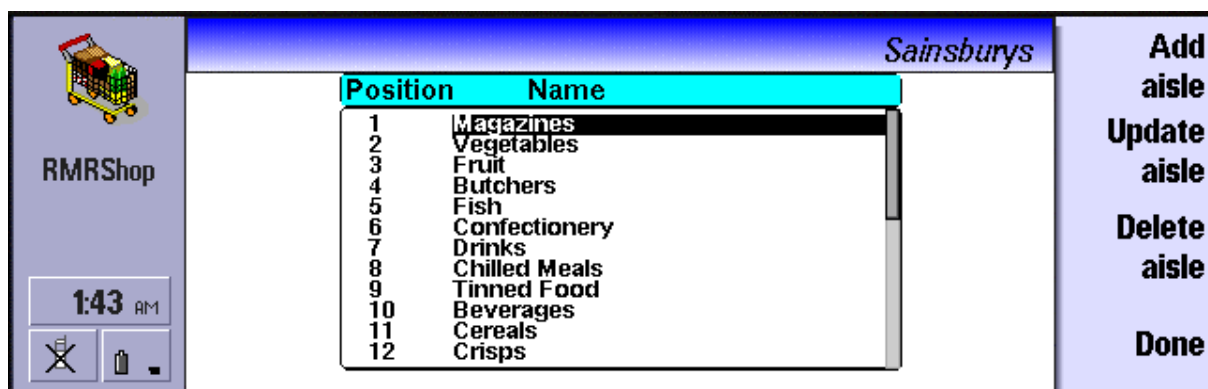
After creating each store you should define the aisles to provide a method of locating items by category. Putting items into aisle order will help when you do the shopping trip. The **Aisles** menu gives the options:

Use **Add aisle** Ctrl+B to create a named aisle for the store on view.

Use **Update aisle** Ctrl+C to change the name of an aisle.

Use **Delete aisle** Ctrl+Y to remove any no longer required.

A specific Aisles view can also be accessed with **View aisles** Shift+Ctrl+I, or from **Switch view** Ctrl+Q. This allows you to view the full list of aisles and has the same **Add**, **Update** and **Delete aisles** options accessible from the CBA buttons.



An additional menu option **Move aisle** Ctrl+H lets you set the numerical order of them so that they match your route around the actual store layout.

Adding items to stores

When a store with set of aisles has been created, you can now add items that you may wish to purchase from that store, to build up a master list.

Note: The Items menu is used for both store items and shopping list items. The options change appropriately so make sure you are in the correct view.

Use **Add new item to store** Ctrl+A, or the **Add item** CBA button. For each item, enter:

- a descriptive **Name**,
- the **Aisle** where it is located, selected from your pre-defined list (or use **None** if not important, or you can create a **New aisle** here),
- the regular **Quantity** you would expect to buy (this is a free text field so you can enter 6-pack, 1lb, 4, large bottle, 500g, or whatever),

- if the **Cost** option has been enabled in **Preferences**, the dialog will also have a **Cost** field where you can enter the expected cost for that item.

Note: The Quantity option is only a text field to remind you how much to purchase. It does not multiply the cost to give a total. So you should enter the Cost value as the total cost of the multiple items you wish to purchase, not the unit cost.

Use **Update item in store** Ctrl+U to change any of the item details.

Use **Delete item in store** Ctrl+D to remove any items no longer required in the store.



The **Del** key simply deletes the highlighted item whereas Ctrl+D or the menu option allows multiple deletes such as '**All**' or '**Tagged**' (tag multiple items with Shift+Up/Dn).

Once the store items are completely defined you can use it to build your shopping list.

Shopping lists

Creating lists

Use **Create new list** Ctrl+N to create a new shopping list. You can have several shopping lists each associated with the different stores that you use:

- Give it a memorable **Name**. This list name will be identified on the left of the program titlebar.
- Define which previously created **Store** it is to be based on (you can also use the **New** option to define a new store if you wish).

Alternatively, use **Duplicate list** Shift+Ctrl+C to create a shopping list by copying another existing list.

Use **Open list** Ctrl+O to switch between shopping lists if you have more than one.



Or simply use the L/R arrow keys to cycle round lists (if enabled in **Preferences**).

Use **Update list** Shift+Ctrl+R to rename a list or to assign a different store to the list.

Use **Delete list** Shift+Ctrl+D to remove any shopping lists no longer required.

Adding items to shopping lists

When you have your store set up you can build a shopping list by adding items from the store. Several methods are available.

Use the menu option **Add item from store** Ctrl+G to manually select individual items from the store list to add to your shopping list.

- Change the **Quantity** if required,
- if the **Cost** option has been enabled in **Preferences**, the dialog will also have a **Cost** field where you can enter the expected cost for that item.
- Set a reminder of whether you have a **Coupon** for the item.

You can also use the **Tag item** option with Ctrl+L or simply the Shift+Up/Dn arrow to mark multiple items in the store. Then use **Add item from store** and '**Tagged**' option to move them all to the shopping list in one go.

Another alternative is to run the program in split screen mode (with Ctrl+V) so that the left side has the selected shopping list and the right side the selected store. It is then simple to select an item in the Store and press **Enter** to add it to the shopping list.

Finally, you can manually add one-off items to the shopping list that are not in a store list. When in the Shopping List screen use **Add new item** Ctrl+A, or the **Add item** CBA button, or simply the **Enter** key, and then enter the normal details.

If the cost option is enabled, and you have allocated an estimated price for each item, you can see approximately how much your shopping bill is going to cost.

When in the Shopping list screen (or split pane) you can of course use **Update item** Ctrl+U and **Delete item** Ctrl+D to change the list entries. These actions are exactly the same as in the Store list.



Going shopping

Now use your shopping list for your shopping trips.

1. Preferably use Ctrl+V to view the **Shopping List** in full screen mode. This will enable you to see all items together with quantity required and costs (if set in **Preferences**).
2. Use **Sort entries** Ctrl+S to put the list items into aisle order. This will make finding the items in the store more straight forward.
3. Items for which you have coupons are marked with an asterisk *.
4. As you pick up each item, cross it off on the list using **Obtain item** Ctrl+X, the **Obtain CBA** button, or simply the **Spacebar**.

Preferences gives 2 options for how items are removed from the list as they are obtained – they can either be retained in the list marked as **strikeout**, or be completely deleted.

Food-list				Store
Item	Quantity	Cost	Aisle	
Apples	2 Kg	3.15	Fruit	Add item Obtain Close
Cheese	500 gm	2.69	Dairy	
Chocolate	1 bar	1.15	Confectionery	
Coca Cola	2 litre bottle	2.20	Drinks	
Merlot Wine	1 Bottle	5.99	Off Licence	
Mushrooms	1 Kg	1.65	Vegetables	
* Peanuts	1 Packet	2.80	Crisps	
Potatoes	2 kg	1.65	Vegetables	
Toothpaste	1	1.06	Personal	
3/9 Quantity : 1 bar Cost : 1.15 Total cost : 23.24				

You can of course print off the list if you don't wish to be seen walking round your local store with a palmtop :-)

Finally, if you have manually added extra items to your Shopping List you can use **Add selected item to store** Ctrl+J to copy them back to the master store list for future use. This also works on multiple tagged items.

Other functions

Tagging items

The program has a '**Tag**' function to enable transfers, deletes, etc to be carried out on multiple items in the Store and Shopping lists.

Items can be 'tagged' by holding down the **Shift** key while moving through the list with **Up** or **Down arrow** keys. Alternatively use **Tag item** Ctrl+L in the Items menu.

Tagged items are marked with >. When there are tagged items in the lists several functions will have a '**Tagged**' option available in the dialog selection.

A **Clear tags** Ctrl+I option is available to remove them all quickly.

Filtering the lists

The **Filter** option Ctrl+F allows you to just display selected items or aisles.

- The **Method** can be set to **Include** or **Exclude**, on...
- **All Items** or a selected name,
- **All Aisles** or a selected aisle.



Sorting the lists

Normally the items in the shopping list and the store are displayed in Aisle order as that is the most logical way to do your shopping. But if required use **Sort entries** Ctrl+S to put the list items into your preferred order for updating or for selecting to build lists.

- You can order both the Shopping Lists and Stores, which can use different sort methods.
- Items can be **Sorted by** Item or Aisle.
- The sort **Direction** can be Ascending or Descending.

Using the Memopad

The **Edit memo** feature in the **View** menu allows you to keep notes for each of your shopping lists. Use this for coupon details, best routes around the store, store opening times... in fact any information you need to keep.

Configuring RMRShop

Setting view preferences

View preferences Ctrl+K has options for configuring the display of the program. The following can be set:

- **Font type** to Arial or Times Roman.
- **Screens** to display on initial startup, either as split-screen mode or single screen.
- **Header window** to your colour preference.

Setting general preferences

General preferences Shift+Ctrl+K has options for configuring the operation of the program. The following can be set:

- **<Tab> key**. The use of the Tab key for switching between split screen panels, or for updating an item.
- **Left/Right key**. Use of the L/R arrow cursor keys for switching between multiple lists and stores, or for switching between split screen panels.
- **Item completed** determines whether obtained items in the shopping lists should be shown as Strikeout (crossed out) or actually deleted, when they have been added to the shopping trolley.
- **Use cost option** lets you enter costs for each item to produce estimates of total shopping list costs.