

The cookingsymbols package*

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









1 Introduction

This package includes 11 symbols. They are original created, when I was searching for symbols for typesetting recipes. However, I didn't find any symbols, so I decided to create my own ones. This is the result ;)

At the end of creating these symbols, I realized that METAFONT is out of date. But at this time, I had no time to create the same symbols as vector based fonts. This is still a task for the future.

2 Symbols

The following symbols are created by this package and are available by these macros. **Important:** The symbols are enhanced for a better view (by `\Large`).

Macro	Symbol
<code>\Oven</code>	
<code>\Topbottomheat</code>	
<code>\Topheat</code>	
<code>\Bottomheat</code>	
<code>\Fanoven</code>	
<code>\Gasstove</code>	
<code>\Dish</code>	
<code>\Knife</code>	
<code>\Fork</code>	
<code>\Spoon</code>	
<code>\Gloves</code>	

And now have fun with these new symbols!

*This document corresponds to cookingsymbols v1.0, dated 2011/11/02.

3 Implementation

3.1 cookingsymbols.sty

The following content can be found in the derived file `cookingsymbols.sty`. It includes the macros for an easy access and the definition of the (new) font.

```
1 (*package)
2
3 \DeclareFontFamily{U}{cookingsymbols}{}
4
5 \DeclareFontShape{U}{cookingsymbols}{m}{n}{<-> cookingsymbols}{}
6 \DeclareFontShape{U}{cookingsymbols}{bx}{n}{<-> sub cookingsymbols/m/n }{}
7
8 \newcommand{\Oven}{\usefont{U}{cookingsymbols}{m}{n}\symbol{0}}
9 \newcommand{\Topbottomheat}{\usefont{U}{cookingsymbols}{m}{n}\symbol{1}}
10 \newcommand{\Bottomheat}{\usefont{U}{cookingsymbols}{m}{n}\symbol{2}}
11 \newcommand{\Fanoven}{\usefont{U}{cookingsymbols}{m}{n}\symbol{3}}
12 \newcommand{\Gasstove}{\usefont{U}{cookingsymbols}{m}{n}\symbol{4}}
13 \newcommand{\Dish}{\usefont{U}{cookingsymbols}{m}{n}\symbol{5}}
14 \newcommand{\Knife}{\usefont{U}{cookingsymbols}{m}{n}\symbol{6}}
15 \newcommand{\Fork}{\usefont{U}{cookingsymbols}{m}{n}\symbol{7}}
16 \newcommand{\Spoon}{\usefont{U}{cookingsymbols}{m}{n}\symbol{8}}
17 \newcommand{\Gloves}{\usefont{U}{cookingsymbols}{m}{n}\symbol{9}}
18
19
20 \endpackage
```

3.2 cookingsymbols.mf

The following content can be found in the derived file `cookingsymbols.mf`. In this file the symbols are defined by using METAFONT.

```
21 (*mf)
22
23 mode_setup;
24
25 font_coding_scheme = "cookingsymbols for recipes";
26 font_identifier = "cookingsymbols";
27
28 u#:=0.68pt#;
29 define_pixels(u);
30
31 font_size 10pt#;
32 %design_size=10pt#;
33 linewidth=0.4pt;
34
35 thinpen.w := 0.5linewidth;
36 pen normalpen, thinpen;
37 normalpen := pencircle scaled 1linewidth;
38 thinpen := pencircle scaled thinpen.w;
```

3.2.1 Oven

```

40 %% oven symbol
41 "Oven";
42 beginchar(0,10u#,10u#,0);
43 pickup pencircle scaled 0.75 linewidth;
44
45 % Umrandung
46 y1=y2; y3=y4;
47 x1=x4; x2=x3;
48 x2-x1=w;
49 y2-y3=h;
50 z4=(0u, 0u);
51 draw z1--z2--z3--z4--cycle;
52
53 % Ofenklappe
54 r:=1u; % Radius
55 z5=z4+(r+0.7u, 0.7u);
56 x5=x8; x6=x7;
57 x9=x12; x10=x11;
58 y5=y12; y6=y11;
59 y7=y10; y8=y9;
60
61 z6=z5+(-r, r);
62 z8=z7+(r,r);
63 z10=z9+(r,-r);
64 x11-x6=w-1.4u; % Breite
65 y8-y5=6.3u; % Höhe
66
67 fill z5{left}..z6{up}..z7{up}..z8{right}..z9{right}..z10{down}..z11{down}..z12{left}..cycle;
68
69 % Ofengriff
70 b:=3.2u; % Breite vom Griff
71 h1:=0.5u; % Höhe
72 z14=z8+((x9-x8)/2-b/2, -0.8u);
73 x14=x13; x15=x16;
74 x16=x13+b;
75 y14=y13+h1;
76 y15=y14;
77 y16=y13;
78
79 unfill z13--z14--z15--z16--cycle;
80
81 % Display
82 b:=2.8u; % Breite vom Display
83 h1:=1.05u; % Höhe
84 z17=z1+(0.8u, -1u);
85 x18=x19; x20=x17;

```

```

86 y18=y17; y19=y20;
87 x18-x17=b;
88 y18-y19=h1;
89
90 fill z17--z18--z19--z20--cycle;
91
92 % Knöpfe
93 r:=0.48u; % Radius der Knöpfe
94 b:=1.3u; % Abstand der Knöpfe untereinander
95 h1:=y19+(y18-y19)/2;
96 x:=x18+0.8u;
97 x21=x23; y24=y22;
98 z24=(x,h1);
99 z23=(x+r,h1-r);
100 x22=x24+2*r;
101 y21=y23+2*r;
102 %fill z21..z22..z23..z24..cycle;
103
104 for i=0 upto 3:
105   fill (z21+(i*b,0))..(z22+(i*b,0))..(z23+(i*b,0))..(z24+(i*b,0))..cycle;
106 endfor
107
108 %labels(range 1 thru 24);
109 endchar;
110

```

3.2.2 Top and bottom heat

```

111 %% top and bottomheat symbol
112 "Topbottomheat";
113 beginchar(1,11u#,10u#,0);
114 pickup normalpen;
115 % Umrandung
116 ra:=1.0u; % Radius der Umrandung
117 y1=y4; y2=y3;
118 y5=y8; y6=y7;
119 x1=x8; x2=x7;
120 x3=x6; x4=x5;
121
122 z2=z1+(ra,ra);
123 z4=z3+(ra,-ra);
124 z8=z7+(-ra,ra);
125 x4-x1=w;
126 y2-y7=h;
127 z8=(0,ra);
128
129 draw z1{up}..z2{right}..z3{right}..z4{down}..z5{down}..z6{left}..z7{left}..z8{up}..cycle;
130
131 % Stäbe
132 pickup pensquare scaled 1.15linewidth;
133 % Oberhitze

```

```

134 xa:=1.4u; % Abstand zum Rand
135 ya:=1.85u;
136 z9=(xa, (y2-y7)-ya);
137 x10=(x4-x1)-xa;
138 y10=y9;
139 draw z9..z10;
140
141 % Unterhitze
142 x11=x9;x12=x10;
143 y11=ya;
144 y12=y11;
145 draw z11..z12;
146
147 %labels(range 1 thru 12);
148
149 endchar;
150

```

3.2.3 Top heat

This is nearly the same definition as Topbottomheat, except there is only one rod.

```

151 %% top heat symbol
152 "Topheat";
153 beginchar(2,11u#,10u#,0);
154 pickup normalpen;
155 % Umrandung
156 ra:=1.0u; % Radius der Umrandung
157 y1=y4; y2=y3;
158 y5=y8; y6=y7;
159 x1=x8; x2=x7;
160 x3=x6; x4=x5;
161
162 z2=z1+(ra,ra);
163 z4=z3+(ra,-ra);
164 z8=z7+(-ra,ra);
165 x4-x1=w;
166 y2-y7=h;
167 z8=(0,ra);
168
169 draw z1{up}..z2{right}..z3{right}..z4{down}..z5{down}..z6{left}..z7{left}..z8{up}..cycle;
170
171 % Stäbe
172 pickup pensquare scaled 1.15linewidth;
173 % Oberhitze
174 xa:=1.4u; % Abstand zum Rand
175 ya:=1.85u;
176 z9=(xa, (y2-y7)-ya);
177 x10=(x4-x1)-xa;
178 y10=y9;
179 draw z9..z10;

```

```

180
181 endchar;
182

```

3.2.4 Bottom heat

This is nearly the same definition as Topbottomheat, except there is only one rod.

```

183 %% bottom heat symbol
184 "Bottomheat";
185 beginchar(3,11u#,10u#,0);
186 pickup normalpen;
187 % Umrandung
188 ra:=1.0u; % Radius der Umrandung
189 y1=y4; y2=y3;
190 y5=y8; y6=y7;
191 x1=x8; x2=x7;
192 x3=x6; x4=x5;
193
194 z2=z1+(ra,ra);
195 z4=z3+(ra,-ra);
196 z8=z7+(-ra,ra);
197 x4-x1=w;
198 y2-y7=h;
199 z8=(0,ra);
200
201 draw z1{up}..z2{right}..z3{right}..z4{down}..z5{down}..z6{left}..z7{left}..z8{up}..cycle;
202
203 % Stäbe
204 pickup pensquare scaled 1.15linewidth;
205 % Oberhitze
206 xa:=1.4u; % Abstand zum Rand
207 ya:=1.85u;
208 z9=(xa, (y2-y7)-ya);
209 x10=(x4-x1)-xa;
210 y10=y9;
211
212 % Unterhitze
213 x11=x9;x12=x10;
214 y11=ya;
215 y12=y11;
216 draw z11..z12;
217
218 endchar;
219

```

3.2.5 Fanoven

```

220 %% fanoven symbol
221 "Fanoven";

```

```

222 beginchar(4,11u#,10u#,0);
223 pickup normalpen;
224 % Umrandung
225 ra:=1.0u; % Radius der Umrandung
226 y1=y4; y2=y3;
227 y5=y8; y6=y7;
228 x1=x8; x2=x7;
229 x3=x6; x4=x5;
230
231 z2=z1+(ra,ra);
232 z4=z3+(ra,-ra);
233 z8=z7+(-ra,ra);
234 x4-x1=w;
235 y2-y7=h;
236 z8=(0,ra);
237
238 draw z1{up}..z2{right}..z3{right}..z4{down}..z5{down}..z6{left}..z7{left}..z8{up}..cycle;
239
240 % Propeller
241 z15=(w/2,(h/2)-1.05u); % Rotationspunkt
242 a:=1.3; % Skalierungsfaktor
243 z9=z15+a*(0.95u,2.66u);
244 %z9=z15+(0.8u,3u);
245 y10=y9;
246 x10=w-x9;
247 z11=z9 rotatedaround(z15,120);
248 z12=z10 rotatedaround(z15,120);
249 z13=z9 rotatedaround(z15,-120);
250 z14=z10 rotatedaround(z15,-120);
251
252 z16=z15 + a*(0,4u);
253 z17=z16 rotatedaround(z15,120);
254 z18=z16 rotatedaround(z15,-120);
255
256 %draw z15..z9{1,3}..z10{-1,-3}..z15..z13..z14..z15..z11..z12..cycle;
257 %draw z9..z16{dir 180}..z10..z13..z18{dir 60}..z14..z11..z17{dir 300}..z12..cycle;
258 %fill z9..z16{dir 180}..z10..z13..z18{dir 60}..z14..z11..z17{dir 300}..z12..cycle;
259 fill z9{dir 90}..z16{dir 180}..z10{dir 270}..z13{dir -30}..z18{dir 60}..z14{dir 150}..z11{dir 210}..cycle;
260
261 %labels(range 1 thru 18);
262 endchar;
263

```

3.2.6 Gasstove

```

264 %% gasstove symbol
265 "Gasstove";
266 beginchar(5,11u#,10u#,0);
267 pickup normalpen;
268 % Umrandung
269 ra:=1.0u; % Radius der Umrandung

```

```

270 y1=y4; y2=y3;
271 y5=y8; y6=y7;
272 x1=x8; x2=x7;
273 x3=x6; x4=x5;
274
275 z2=z1+(ra,ra);
276 z4=z3+(ra,-ra);
277 z8=z7+(-ra,ra);
278 x4-x1=w;
279 y2-y7=h;
280 z8=(0,ra);
281
282 draw z1{up}..z2{right}..z3{right}..z4{down}..z5{down}..z6{left}..z7{left}..z8{up}..cycle;
283
284 % Flamme
285 z9=(w/2,1.0u); % Ursprung
286 z10=(w/2,9u); % Endpunkt
287 z11=z9+(-1.4u, 3.1u);
288 x12=w-x11;y12=y11;
289 %z12=z9+(1.5u, 3.5u);
290
291 fill z9{dir 135}..z11{up}..z10{dir 70}--cycle;
292 %fill z9{dir 145}..z10{dir 65}--cycle;
293
294 fill z9{dir 45}..z12{up}..z10{dir 110}--cycle;
295
296 % Innere Flamme
297 z13=z9+(0,0.7u); % Ursprung
298 z14=z13+(0, 3.7u); % Endpunkt
299 z15=z9+(-0.5u,2.1u);
300 z16=z9+(0.5u, 2.1u);
301
302 unfill z13{dir 130}..z15{up}..z14{dir 65}--cycle;
303
304 unfill z13{dir 60}..z16{up}..z14{dir 115}--cycle;
305
306 %labels(range 1 thru 16);
307
308 endchar;
309

```

3.2.7 Dish

This is the definition of two circles (with different radii).

```

310 %% dish symbol
311 "Dish";
312 beginchar(6,10u#,10u#,0);
313 pickup normalpen;
314 ra:=0.5h;
315 x1=x3;y4=y2;

```



```

316 z4=(0,ra);
317 z3=(ra,0);
318 x2=x4+2*ra;
319 y1=y3+2*ra;
320 draw z1..z2..z3..z4..cycle;
321
322 ri:=3.7u;
323 x5=x7;y8=y6;
324 z8=(ra-ri,ra);
325 z7=(ra,ra-ri);
326 y6=0.5*(y5-y7) + (ra-ri);
327 x5=0.5*(x6-x8) + (ra-ri);
328 draw z5..z6..z7..z8..cycle;
329
330 % labels(range 1 thru 8);
331 endchar;
332

```

3.2.8 Knife

```

333 %% knife symbol
334 "Knife";
335 beginchar(7,1.7u#,10u#,0);
336 pickup normalpen;
337 b:=0.8u; % Breite des Stiels
338 z1=(w, 0u);
339 x2=x1-b; y2=y1;
340
341 z5=(x2,4.8u);
342 z6=z5+(-0.85u, 2u);
343 x7=x1; y7=y1+10u;
344
345
346 fill z1--z2--z5{dir 150}..z6{up}..z7--cycle;
347
348 %labels(range 1 thru 11);
349
350 endchar;
351

```

3.2.9 Fork

```

352 %% fork symbol
353 "Fork";
354 beginchar(8,2u#,10u#,0);
355 pickup normalpen;
356
357 b:=0.8u; % Breite des Stiels
358 zb:=0.2u; % Zackenbreite
359 za:=0.4u; % Zackenabstand
360 z1=(w/2+b/2, 0u);

```

```

361 x2=x1-b; y2=y1;
362 x3=x2; y3=y2+6u;
363 x4=x1; y4=y3;
364
365 fill z1--z2--z3--z4--cycle;
366
367 x5=x3-(4*zb+3*za)/2 +b/2;
368 y5=y3+1.9u;
369 x6=x5; y6=y5+2.1u;
370 x7=x6+zb; y7=y6;
371 x8=x7; y8=y5;
372
373 x9=x8+za; y9=y8;
374 x10=x9; y10=y6;
375 x11=x10+zb; y11=y10;
376 x12=x11; y12=y9;
377
378 x13=x12+za; y13=y12;
379 x14=x13; y14=y6;
380 x15=x14+zb; y15=y14;
381 x16=x15; y16=y5;
382
383 x17=x16+za; y17=y16;
384 x18=x17; y18=y6;
385 x19=x18+zb; y19=y18;
386 x20=x19; y20=y5;
387
388 fill z3{dir 130}..z5{up}--z6--z7--z8--z9--z10--z11--z12--z13--z14--z15--z16--z17--z18--z19--z20;
389
390 %labels(range 1 thru 20);
391
392 endchar;
393

```

3.2.10 Spoon

```

394 %% spoon symbol
395 "Spoon";
396 beginchar(9, 3.4u#, 10u#,0);
397 pickup normalpen;
398
399 b:=0.8u; % Breite des Stiels
400 % Stiel
401 z1=(w/2+b/2, 0u);
402 x2=x1-b; y2=y1;
403 x3=x2; y3=y2+5.74u;
404 x4=x1; y4=y3;
405
406 fill z1--z2--z3--z4--cycle;
407
408 % Oberteil

```

```

409 x5=x3-1.0u;
410 x6=x4+(x3-x5);
411 y5=y6=y3+(y7-y3)/2 - 0.2u; % halbe Breite
412 z7=(x3+(x4-x3)/2, y3+4u); % y: maximale Ausdehnung
413
414 draw z7{dir -170}..z5{down}..(x3+(x4-x3)/2, y3){dir -10};
415 draw (x3+(x4-x3)/2, y3){dir 10}..z6{up}..z7{dir 170};%..(z7-(b/2, 0));
416 %draw z3{dir 150}..z5{up}..z7{right}; umdrehen!
417 %draw z7{right}..z6{down}..z4{dir -150}..z3;
418 %draw z3{dir 170}..z5{dir 75}..z7{right}..z6{dir -75}..z4{dir -170}..z3;
419
420 %labels(range 1 thru 12);
421 endchar;
422

```

3.2.11 Gloves

```

423 %% gloves symbol
424 "Gloves";
425 beginchar(10,10.4u#,10u#,0);
426 pickup thinpen;
427
428 a:=1.05; % Skalierungsfaktor
429 breite:=a*4.3u; % Breite unten am Handschuh
430 hoehe:=a*1.8u;
431
432 z5=a*(3.3u-0.4u, 3u); % Rotationspunkt 1. Handschuh
433 z9=z5 + a*(-0.55u, 0.1u); % Rotationspunkt 2. Handschuh
434 alpha:=-37; % Rotationswinkel -37
435 beta:=-26; % Verschiebung des zweiten Handschuhs bzgl. des oberen
436
437 % Oberer Handschuh
438 z4=(0.8u, 1u);
439 x1=x4; x2=x3;
440 y1=y2; y3=y4;
441 x2-x1=breite;
442 y1-y4=hoehe;
443
444 fill z1--z2--z3--z4--cycle rotatedaround(z5, alpha);
445
446 % Daumen
447 z7=z1 + a*(0.5thinpen.w+0.2u, 3.5u);
448 z6=z7 + a*(-1.2u, 1.3u);
449
450 draw ((z1+(0.5thinpen.w,0)){up}..z6{dir 75}..z7{dir -80}) rotatedaround(z5, alpha);
451
452 % Oberer Rand/Begrenzung
453 z8=z1 + ((x2-x1)/2 + a*0.2u, a*8.2u);
454
455 draw (z7{dir 90}..z8{right}..(z2+(-0.5thinpen.w,0)){dir -90}) rotatedaround(z5, alpha);
456

```

```

457
458
459 % Zweiter Handschuh
460 fill z1--(z1-(-a*0.8u, (y1-y4)/2+a*0.6u))--z4--cycle rotatedaround(z9, alpha+beta);
461
462 fill z4--z2--z3--cycle rotatedaround(z9, alpha+beta);
463
464 %z10=z1 + a*(1u, 7.55u); % Schnittpunkt der beiden Handschuhe
465 z10=z1 + a*(1u, 7.75u);
466
467 draw (z10..z8{right}..z2{dir -90}) rotatedaround(z9, alpha+beta);
468
469
470
471 % 'Weier' Trennstrich
472 z11=z3 - (0, 0.5thinpen.w);
473 x12=x1; y12=y11;
474 unfill (z4--z3--z11--z12--cycle) rotatedaround(z5, alpha);
475
476
477 %labels(range 1 thru 20);
478 endchar;
479
480 end
481 </mf>

```

Index

Numbers written in *italic* refer to the page where the corresponding entry is described; numbers underlined refer to the code line of the definition; numbers in **roman** refer to the code lines where the entry is used.

```

Bottomheat= \subitem *Bottomheat\subitem **\Cassone+, 13 \subitem **\Spoon+, 17
Gloves= \subitem **\Gloves+, 18 \subitem **\symbol+, 8--18
DeclareFontFamily= \subitem **\DeclareFontFamily+, 3
DeclareFontShape= \subitem **\DeclareFontShape+, 615
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\usefont= \subitem **\usefont+, 8--18

```