

// Cannabutter for a better buzz

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/*
    I'm a bit of a purist so I insist on real butter. I've never tried this recipe with margarine, and I never will!
    Cocoa butter is actually a good alternative. It absorbs the THC better than butter.
    This can be used in cookies, cakes, anything that uses butter. Just remember that it's still going to taste
        like pot so strong flavors are recommended
    When cooking with the end product, you need to add a little bit of water to most recipes because you're
        cooking it all out in this recipe.
    I usually process this at potency 5, which is plenty strong enough for me!
    For more recipes, see my cookbook.
*/
```

#include CFood.h

```
Product *Cannabutter(int iPotency, bool bUseButter)
{
    Product BuzzFill = new Product;
    Ingredient BuzzFrom = Measure("Pot", DM.Oz, (double)iPotency/10);
    Ingredient Base[];
    if(bUseButter)Base[0] = Measure("Butter", LM.Cup, 2);
    else
    {
        Base[0] = ("Cocoa Buttter", LM.Cup, 2);
        Base[1] = ("Water", LM.Tbl, 2); //Facilitates the release of THC
    }
    CookThing DoubleBoiler = PickHolder(Pot.DoubleBoiler, LM.Qt, 2);
    CookThing Colander = PickHolder(Vessel.Colander, LM.Qt, 2);
    CookThing Bowl = PickHolder(Vessel.Bowl, LM.Qt, 2);
    CookThing CheeseCloth = PickHolder(Cloth.CheeseCloth, AM.Sft, 4);
    DoubleBoiler.Bottom.Fill(Measure("Water",LM.Qt, 1);
    DoubleBoiler.Top.Fill(Base);
    DoubleBoiler.Assemble();
    DoubleBoiler.PlaceOn(Stove);

    CookThing CookieSheet = PickBaker(Pan.CookieSheet);
    Oven.PreHeat(245);
    CookieSheet.Fill(BuzzFrom, Spread.Evenly);
    CookieSheet.Insert(Oven);
    while(Cooktime<30)Wait();
    CookieSheet.Remove(Oven);
    Oven.Heat(0);
    while(CookieSheet.Hot)Wait();
    BuzzFrom.Pulverize();

    while(Base.Solid)Stove.Heat(7);
    DoubleBoiler.TopPan.Fill(BuzzFrom);
    DoubleBoiler.TopPan.MixWell();
    DoublBoiler.Lid.Place();
    while(DoubleBoiler.TopPan.Contents.IsFoamy)
    {
        DoubleBoiler.TopPan.Contents.Stir(Occasionally);
    }
    Stove.Heat(0);
    CheeseCloth.FoldInHalf();
    CheeseCloth.FoldInHalf();
    CheeseCloth.PlaceIn(Colander);
    Colander.PlaceIn(Bowl);
    DoubleBoiler.TopPan.Contents.PourInto(Colander);
    while(CheeseCloth.Contents.TooHotToHandle)Wait();
    while(CheeseCloth.Contents.YieldsLiquid)CheeseCloth.Wring();
    BuzzFill.SetYield(Cup, 2);
    return BuzzFill;
}
```

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