

HerdMASTER 4 Tip Sheet

HOW TO USE ANIMAL IMAGES WITH CENTRAL SYNC

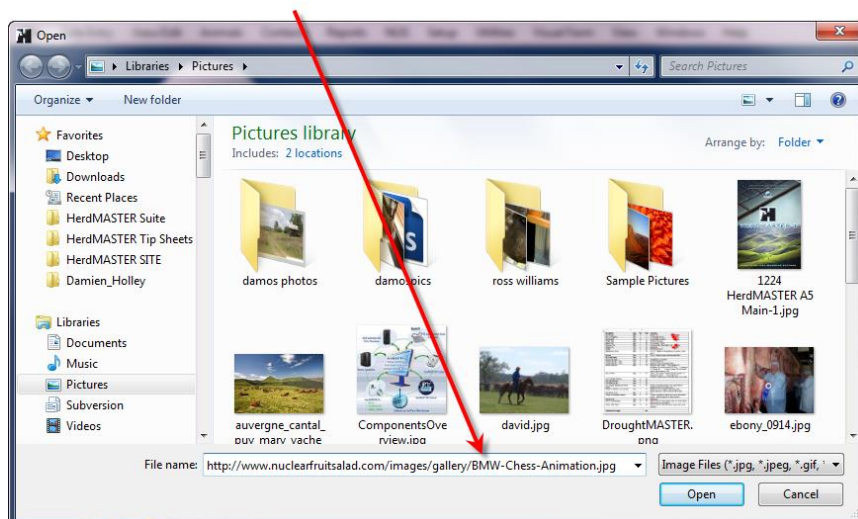
Due to the potential size of individual images of animals it would exponentially increase your database size to store images within the database itself. For this reason when you add a picture to an animal, the picture itself is not stored, but the path to it is.

As such the central sync of HerdMASTER will not transfer the actual images themselves, but the paths to them should transfer.

OPTION 1: USE NETWORK/INTERNET LOCATIONS

If you host your own server you could link to the local network location of the file or if it is an internet server you could link to the animal images on your website.

So when you add an image in the open window simply put the path and filename in the filename textbox as shown below:



With local networks you could use the browser window and browse to the location it would look similar to:
\\[network location]\SharedDocs\My Pictures

OPTION 2: USE A SHARED FOLDER

With the advent of cloud computing you can now have shared folder systems like Dropbox, OneDrive, Google Drive and many more online folder sharing services.

Simply share the folder using the system you wish to use (see your provider of these services for more information on how to do this.) and make sure it is the same location on all your systems eg. C:\HMPICS is a Dropbox folder linked to the same account on all the computers.

Then if you put your pictures in there or in a sub-folder you can access them on all systems because the path to the picture will be the same.