

HerdMASTER 4

Visual Farm Manual

The Visual Farm tool in HerdMASTER allows you to visually map out your paddocks, mark key features, calculate size of paddocks, have the ability to view the amount of animals that are in particular paddocks and enact movements of groups of animals between paddocks.

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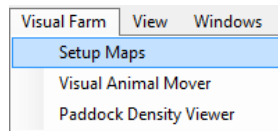
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SETTING UP

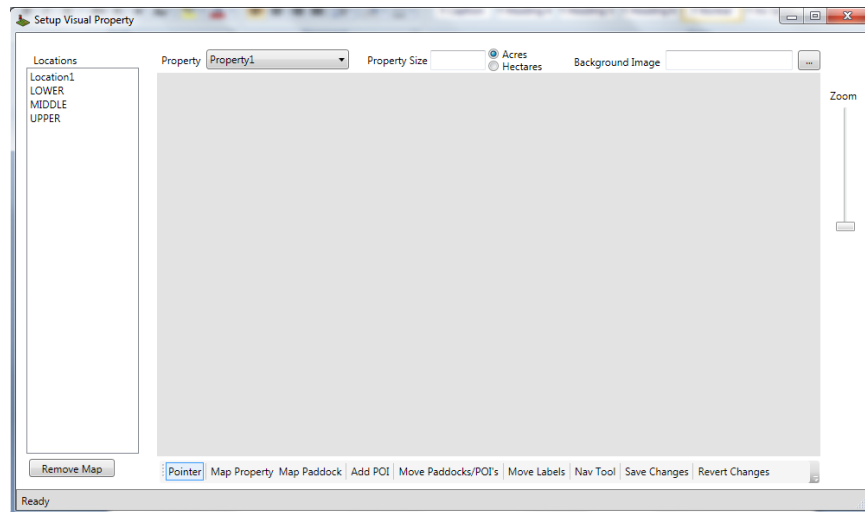
There are two steps to setting up Visual Farm, setting up the property and then entering paddocks and points of interest. You can then add your property size if you wish and Visual Farm will calculate the size of each area.


SET UP THE PROPERTY

1. To enter your properties select **Visual Farm | Setup maps**. See picture below.

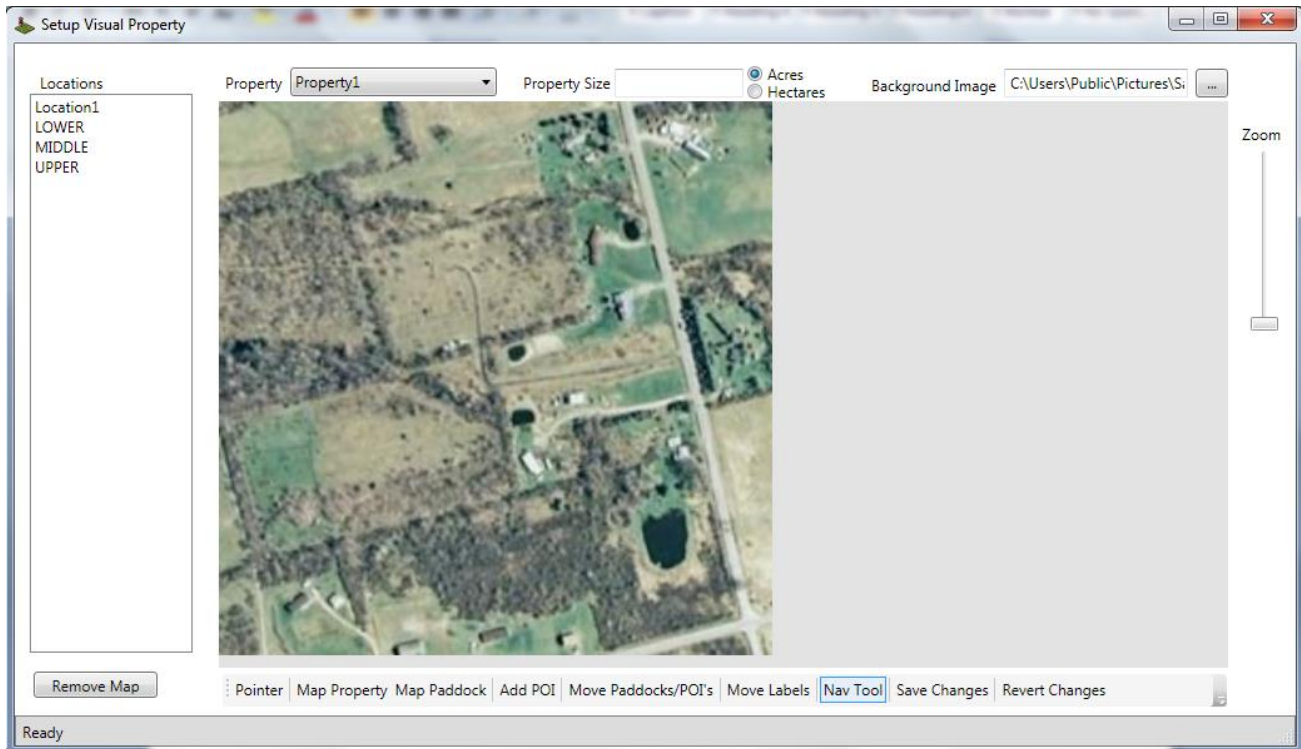


2. You will then be presented with the following screen.



3. On this screen you will see your location listed in the left hand side column. The first thing you will need to do is load in an image of your property. This image can be any type of picture file that you have for your property. To load in the file click on the button  which is next to the Background image box at the top right of the screen.
4. Once you have clicked on the browse button select the image file you want to load in and press ok.

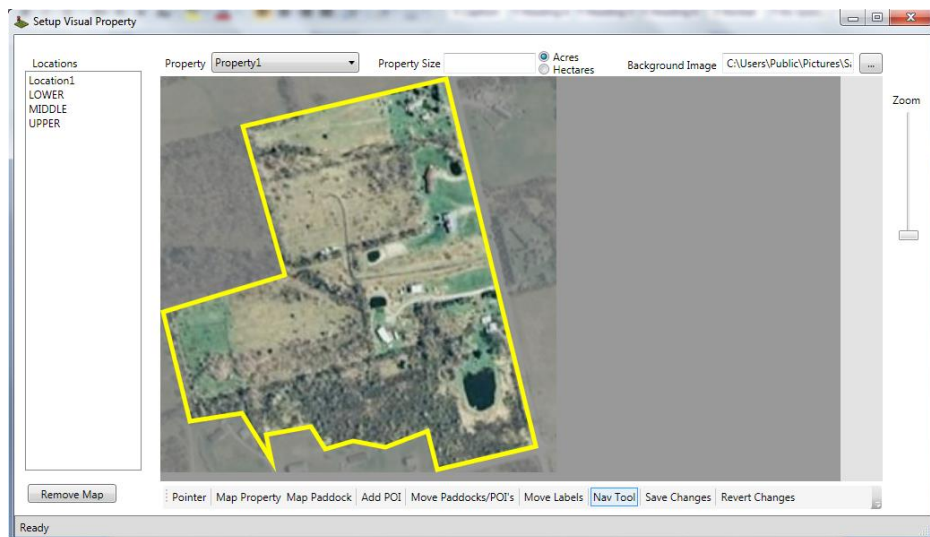
- When you have done step 4 your screen should look like the image below.



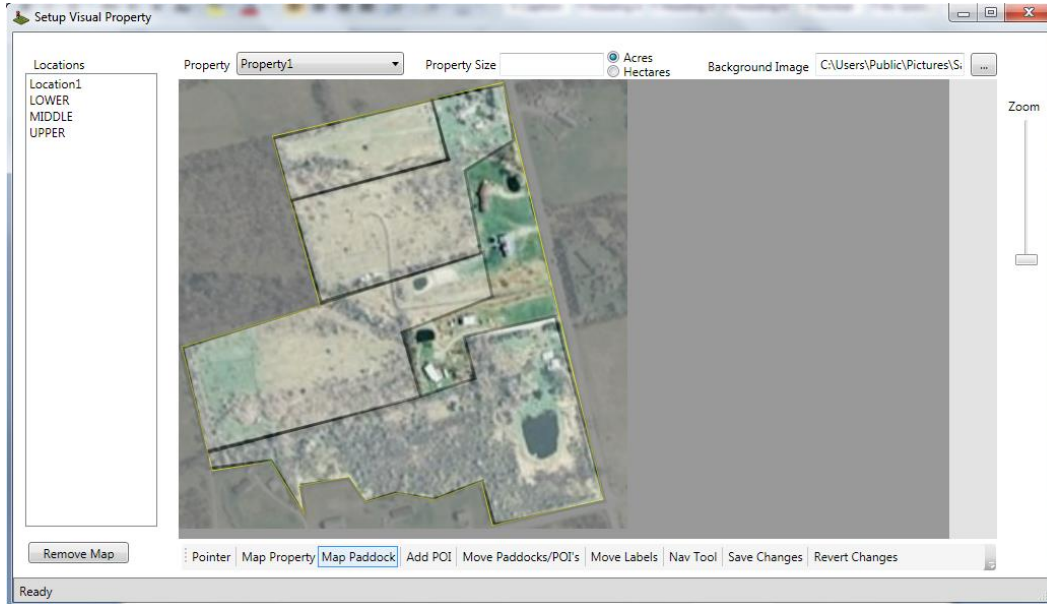
- Once you have your picture of your property loaded you can now start to draw your paddocks and enter particular points of interest.

DRAWING PADDOCKS AND ENTERING POINTS OF INTEREST (POI)

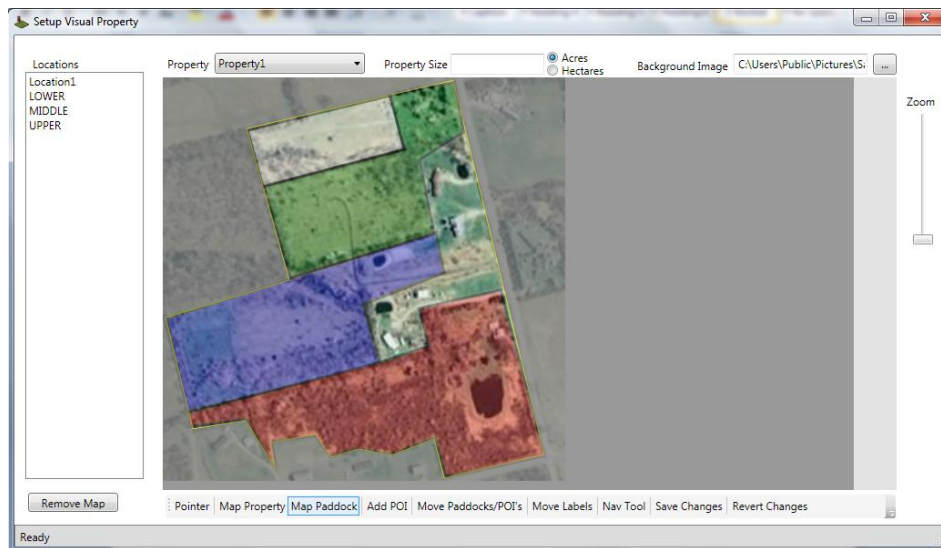
- Select the Map Property option at the bottom of the screen and simply start clicking on the outside boundary of your property. When you have done this you will get an image similar to below.



2. Once you have the outside of your property mapped/drawn in you can select the Map Paddock option at the bottom of the screen and start entering your Paddocks. You do this the same way you entered the property. Simply start clicking on the outside boundary of the paddocks. When you have finished this you will get a screen that looks something like below with the paddocks mapped out on your property.



3. To make areas easier to see, Visual Farm Tool allows you to change the colour of individual areas. You will be able to make each paddock a different colour and you should get a screen similar to below. When you have created the paddocks press the **save changes** button on the bottom right of the screen.



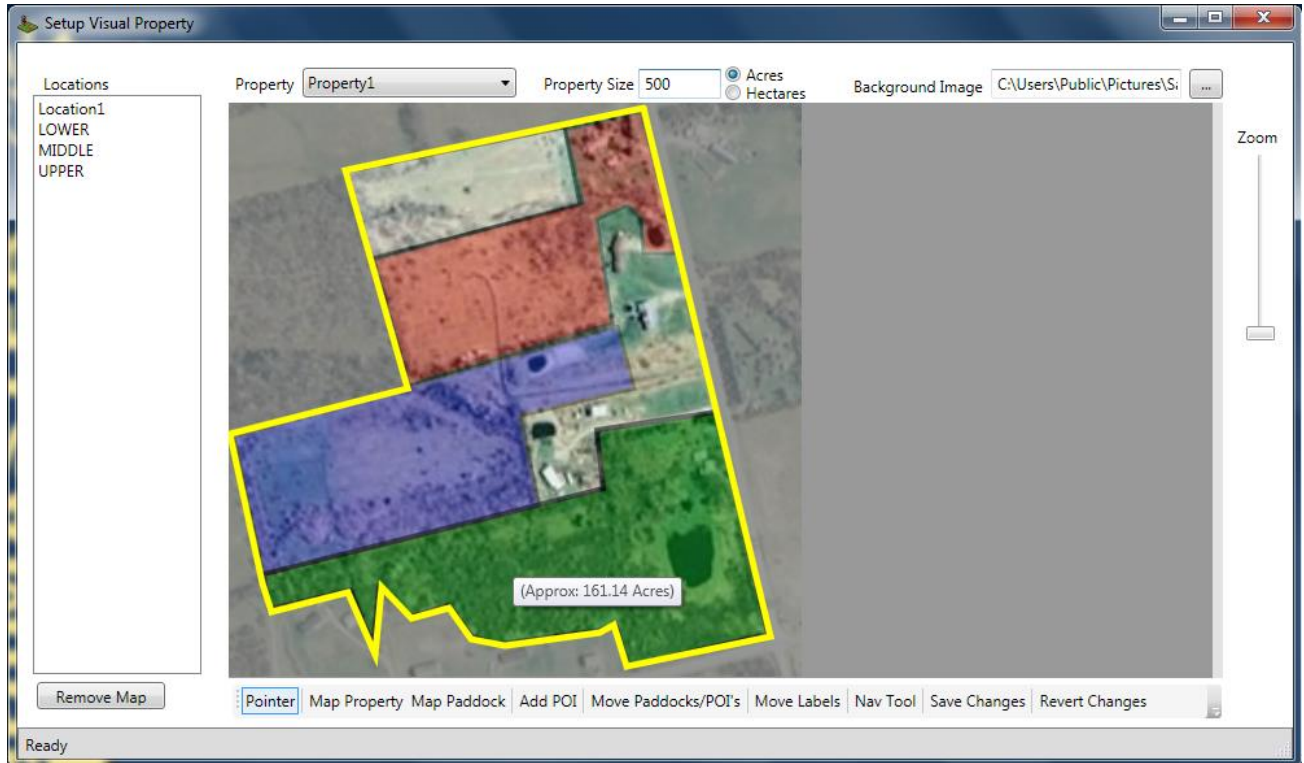
4. To add a location name to the paddocks you have created simply click on the location name on the left of the screen and drag that name to the mapped paddock. When you do this it will give that mapped paddock the location name you have dragged across.
5. To add a point of interest click on the ADD POI (points of Interest) button and then choose a colour for you POI. Then you can click on the map and add that particular POI and say what it is.

ADDING PROPERTY SIZE

To add a size for your property simply click in the property size box at the top of the screen and enter the total size of the property. You will also need to choose either Acres or Hectares.

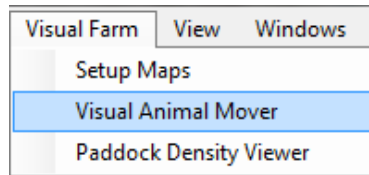
When you have done this and have also mapped out your property and locations you can simply hold your mouse over a paddock and it will give you the size of that particular property.

If you don't have a size recorded it will simply give you a % for that paddock to let you know how much of your property it is. See the following picture for an example of this.



USING THE VISUAL MOVER

1. The visual mover is found by selecting **Visual Farm | Visual Animal Mover**.



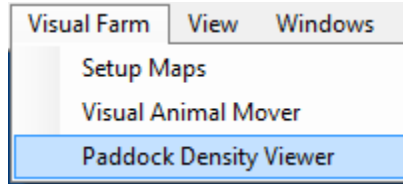
2. When you have selected the visual farm mover you will get the following screen.



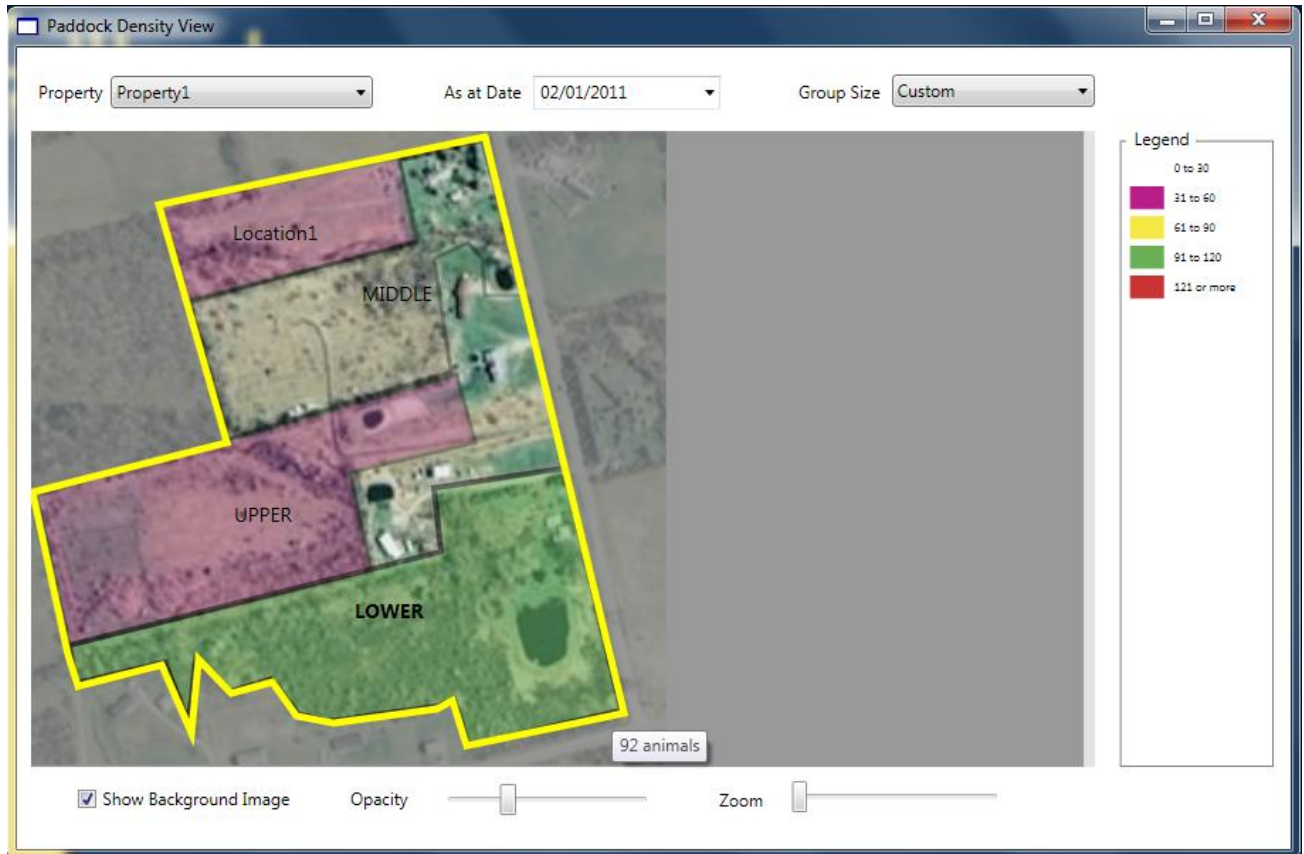
3. To move animals simply select the ones you want and drag that group to a particular location. This will then give all the animals you have selected a movement on the date you have selected to the location you have selected.
4. To view what animals are in a particular location you can simply click on that location and on the right hand side of the screen it will list each individual animal in that particular location with a total at the bottom of the screen.

USING THE Paddock DENSITY VIEWER

1. To use the paddock density viewer tool select **Visual Farm | Paddock Density Viewer**.

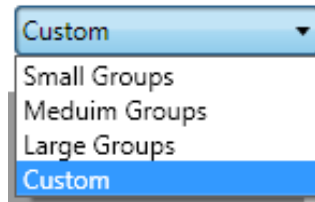


2. When you have selected the paddock density viewer you will be presented with the following screen, on this screen depending on how many animals you have in each location the paddocks will display in a different colour. On the example below you can see that I have a legend on the Right of the screen and the paddock colours are relative to that legend and the number of animals in each location.



MODIFYING THE GROUP SIZES

To modify the size of the groups on the paddock density viewer simply select the group size drop down at the top of the screen. You will then be presented with 4 options. They are small group, medium groups, large groups and custom.



Small groups – Gives you a different colour for every 50 animals. IE: 1-50, 51-100 etc.

Medium groups – Gives you a different colour for every 100 animals. IE: 1-100, 101-200 etc.

Large groups – Gives you a different colour for every 500 animals. IE: 1-500, 501-1000 etc.

Custom – The custom option allows you to setup your own group sizes. When you click on it you will get a screen similar to the right.

On This screen you can add the particular group sizes you want and you also have the ability to say what you want the colour to be for that particular sized group. When you have finished selected all the different sized groups press the OK button and you will then be taken back to the paddock density viewer screen with the custom colours and sizes you have entered in there. See example below.

