

HerdMASTER 4 Tip Sheet

ADDING AN ANIMAL MOVEMENT

HerdMASTER recognises that you may need to keep certain animals in different locations. We can assign locations to different animals by adding a 'Movement'.

There are three different ways you can add a movement to an animal, through each animals' details screen, through data entry movements and through the View/Edit Movements.

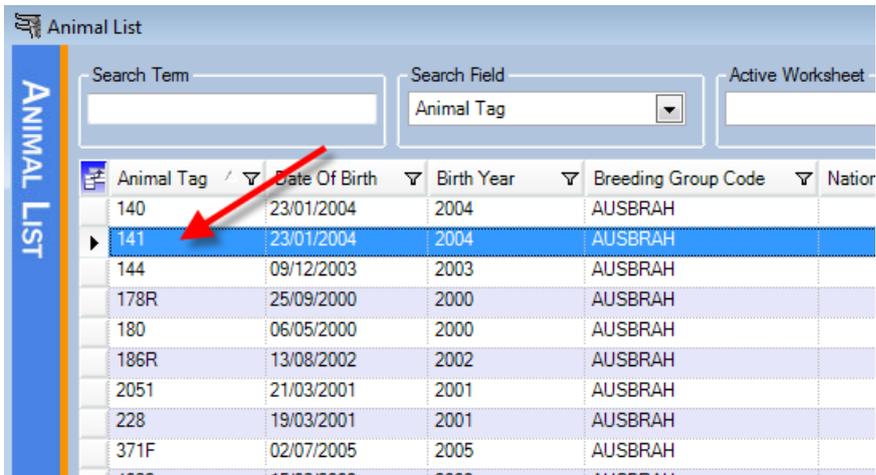
You can also enact movements in the Visual Farm module but that is covered in the Visual Farm tip sheet.

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ADDING A MOVEMENT FROM THE ANIMAL DETAILS SCREEN

Firstly, bring up your animal list and find the animal you need to move.

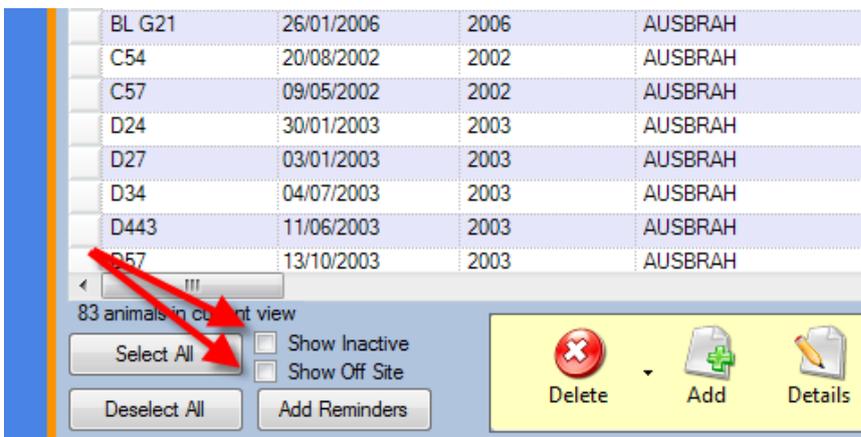


Animal List

Search Term: Search Field: Animal Tag Active Worksheet:

Animal Tag	Date Of Birth	Birth Year	Breeding Group Code	Nation
140	23/01/2004	2004	AUSBRAH	
▶ 141	23/01/2004	2004	AUSBRAH	
144	09/12/2003	2003	AUSBRAH	
178R	25/09/2000	2000	AUSBRAH	
180	06/05/2000	2000	AUSBRAH	
186R	13/08/2002	2002	AUSBRAH	
2051	21/03/2001	2001	AUSBRAH	
228	19/03/2001	2001	AUSBRAH	
371F	02/07/2005	2005	AUSBRAH	

If the animal doesn't appear on the list, try checking the 'Show Inactive' and 'Show Offsite' boxes, and search for the animal again. At this point it is noteworthy to mention that if you have an animal that is not appearing on your animal list, it is most likely due to its status being 'Inactive' and/or being located 'Off Site' (i.e off your working property). You can rectify this problem by going into the animals' details, checking the 'Active' box in the top left hand corner, and/or performing a Movement to your working property.



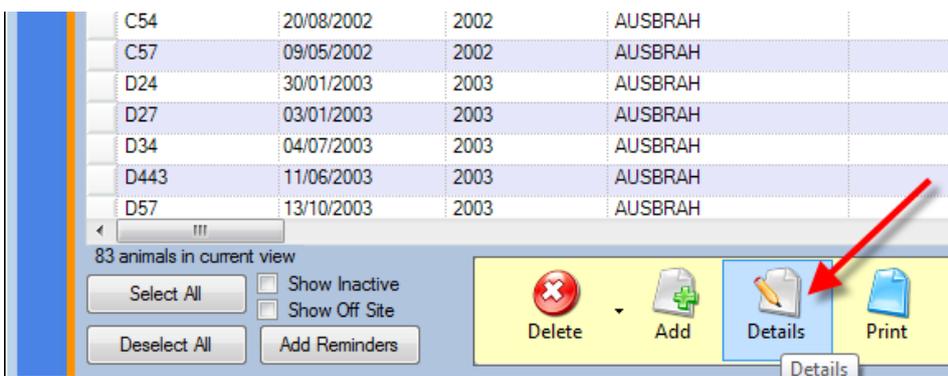
BL G21	26/01/2006	2006	AUSBRAH
C54	20/08/2002	2002	AUSBRAH
C57	09/05/2002	2002	AUSBRAH
D24	30/01/2003	2003	AUSBRAH
D27	03/01/2003	2003	AUSBRAH
D34	04/07/2003	2003	AUSBRAH
D443	11/06/2003	2003	AUSBRAH
D57	13/10/2003	2003	AUSBRAH

83 animals in current view

Select All Show Inactive
Deselect All Show Off Site
Add Reminders

Delete Add Details

When you have found the animal, select it and click the 'Details' button.



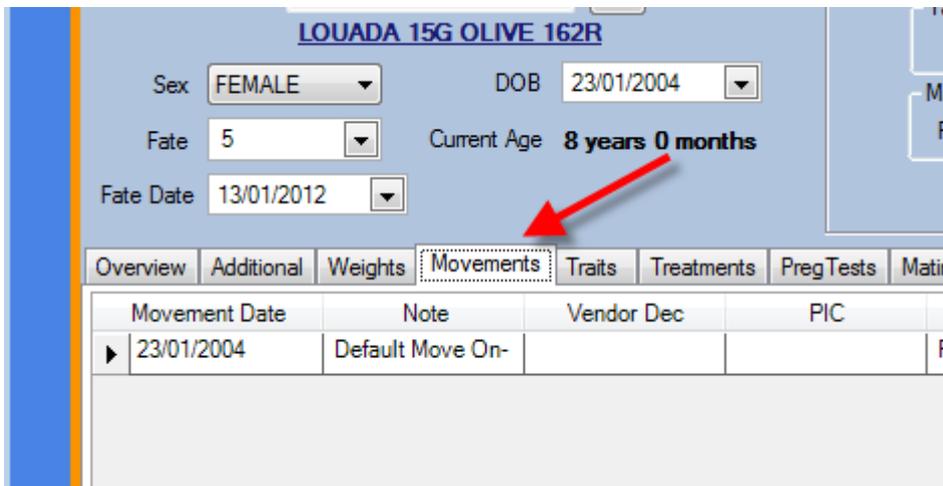
C54	20/08/2002	2002	AUSBRAH
C57	09/05/2002	2002	AUSBRAH
D24	30/01/2003	2003	AUSBRAH
D27	03/01/2003	2003	AUSBRAH
D34	04/07/2003	2003	AUSBRAH
D443	11/06/2003	2003	AUSBRAH
D57	13/10/2003	2003	AUSBRAH

83 animals in current view

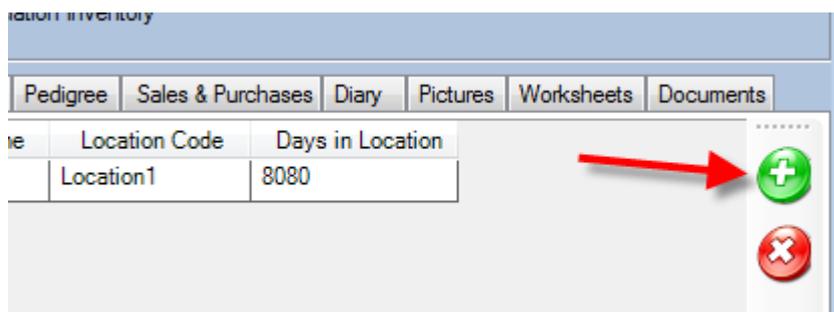
Select All Show Inactive
Deselect All Show Off Site
Add Reminders

Delete Add Details Print

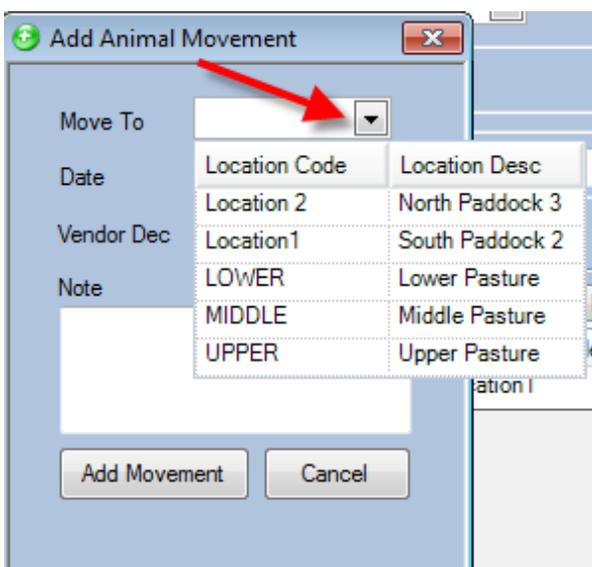
When you are in the animal details screen, find the 'Movements' tab and click on it. This will bring up a list of details about the animals' previous movements, location details, days at that location etc.



To change the location of the animal, click on the 'Add' button on the right hand side of the window.



In this Add Animal Movement window, select the location you wish to move the animal to. If you need to create a location you will need to set this up in: Setup|Properties|Setup Property Sites, before it will be available to use here.



Next, assign a date for the movement using the calendar drop down menu.

If necessary, fill in the Vendor Declaration number and any notes you may have for the movement, then click the 'Add Movement' button to finalise the change.

Move To

Date 18/01/2012

Vendor Dec

Note

Move To

Date 18/01/2012

Vendor Dec

Note

January, 2012

Sun	Mon	Tue	Wed	Thu	Fri	Sat
25	26	27	28	29	30	31
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	1	2	3	4

Today: 18/01/2012

USING DATA ENTRY MOVEMENTS

In **Data Entry** you will find an option called **Movements**.

This option allows for bulk movements of animals using worksheets and filters for selections.

Data Entry - Animal Actions

Active Worksheet: Breeding Group A

Active Filter:

Search:

Animal Tag: 6025, 672, 737, 787, 787, F26, F66, G23, H30, H32

Active BGC: AUSBRAH | Recorded Date: 11/12/2013

Tab: Traits | Weights | Procedures | Preg Tests | **Movements**

To Location: MIDDLE | Vendor Dec: | Note: | Fate:

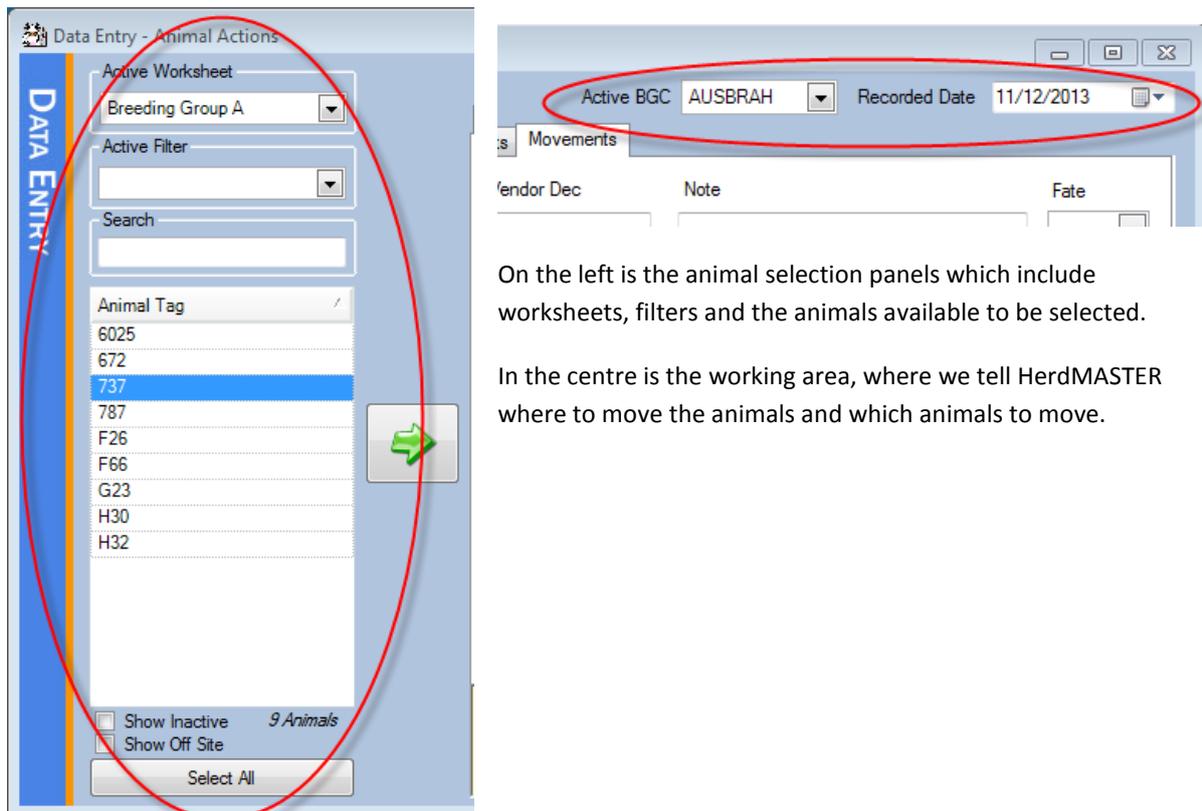
Animal Tag	Date	Note	Move To Location	Vendor Dec	Fate
6025	11/12/2013		MIDDLE		
672	11/12/2013		MIDDLE		
737	11/12/2013		MIDDLE		
787	11/12/2013		MIDDLE		

Select All

4 unprocessed records

Buttons: Add, Delete, Delete All, Worksheet, Additional, Process, Close

On the top right you will find the active breed to use (in the above case it is Australian Brahman) and the recorded date (the date at which the movement took place).



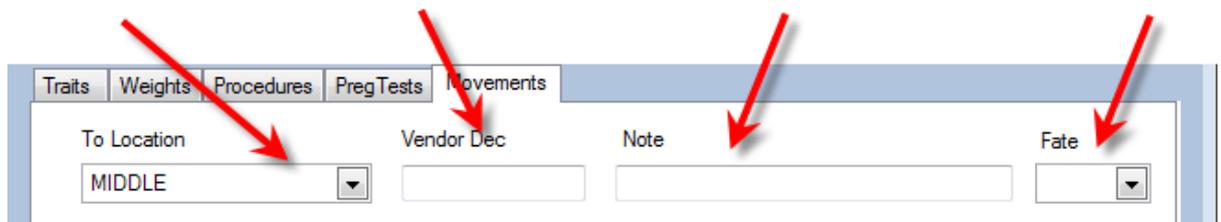
On the left is the animal selection panels which include worksheets, filters and the animals available to be selected.

In the centre is the working area, where we tell HerdMASTER where to move the animals and which animals to move.

EXAMPLE

To use this feature, first use your worksheets and filters to minimise your animals in the area on the left to the ones you wish to change the location of.

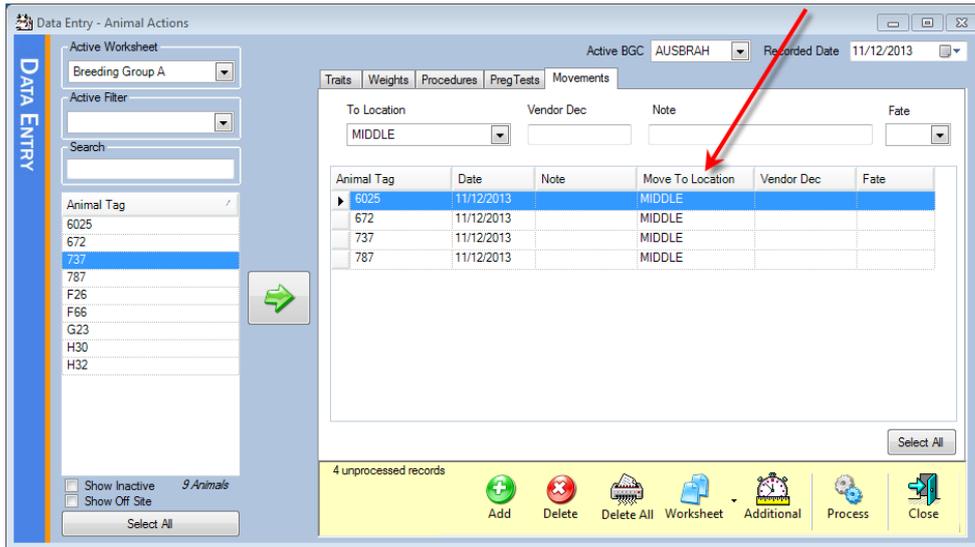
1. Change the movement date in the top right to the actual date the animals were moved to a new location.
2. Select the location to which to move the animals and any vendor, fate or notes that you wish applied to the animals at the same time. Other than the "To Location" field, the other fields are optional and can be left blank.



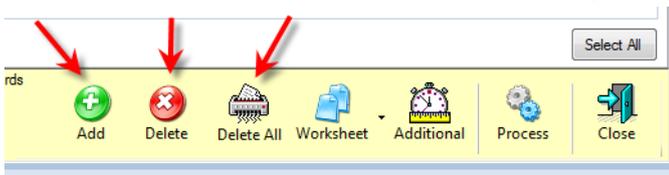
3. Select the animals on the left panel and hit the Right arrow to transfer your selections to the working panel. Each animal will take on the settings you entered in the previous steps.



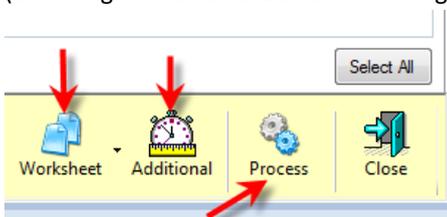
4. The settings for individual animals can be changed in the working panel before you complete the process.



5. If you have any additional animals to add you can use the Add button at the bottom. If you wish to remove any animals, then select the animal line in the working panel and hit the Delete Button. If you wish to remove **all** the animals from the working panel just hit the Delete All button.



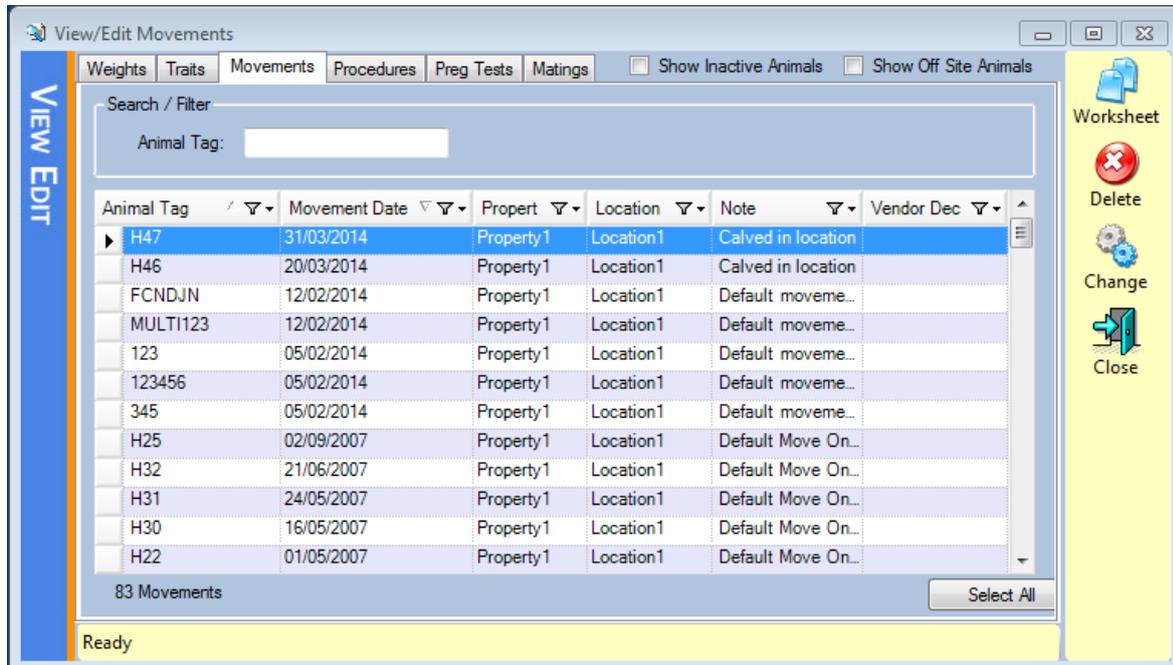
6. The animals in the working pane can be added to a Worksheet by selecting the ones you wish to add (or hitting the select all button on the right) and hitting the worksheet button.



7. The Additional button can be used to transfer all the animals from the working pane of the movements tab to the other tabs such as traits etc.
8. Once you are finished with setting up what animals you want moved and to where, hit the process button.

USING VIEW/EDIT MOVEMENTS

In the menu option **View/Edit | Movements** you may view or bulk change movements that have already been logged.

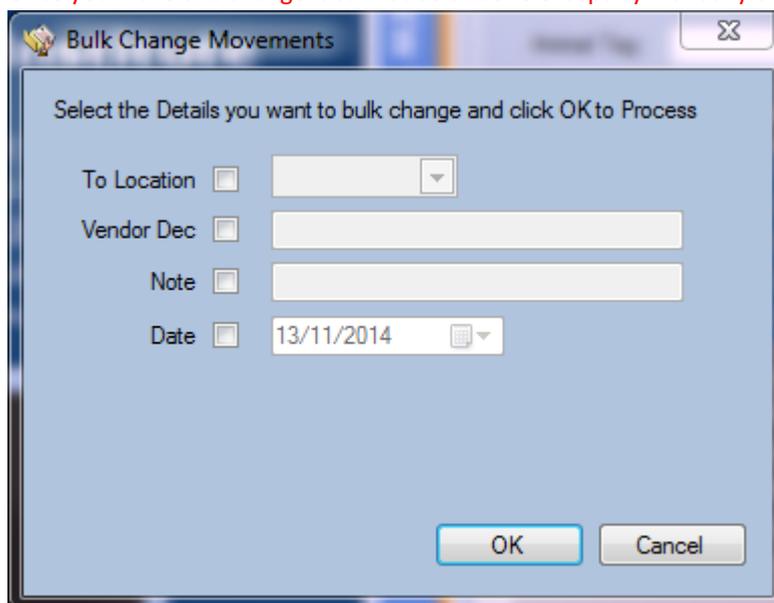


This screen logs every movement recorded against every animal

1. To use this simply use the animal tag search field or the column filters as you would in the animal list to select your relevant records.
2. Then select the rows you wish to change (2 or more need to be selected for bulk change) and hit the change button on the right.
3. On the window below you can select the property you wish to change and what to change it to.

!! IMPORTANT NOTE !!

Once you make this change it cannot be undone except by manually changing it back the same way.



4. Hit the ok button when you are done.