

# BenguFarm™

ADVANCED LIVESTOCK MANAGEMENT SOFTWARE  
**BEEF • GAME • SHEEP • GOATS • PIGS • GENETICS**



## **BenguFarm-MOBILE for GAME Manual**

*Version 23-01-2023*

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**[www.bengufarm.co.za](http://www.bengufarm.co.za)**

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## 1. About BenguFarm-MOBILE for the GAME module

BenguFarm-MOBILE is a separate mobile application for Android (Android App) which is installed and operates separately from BenguFarm for a desktop/laptop (BenguFarm DESKTOP) on an Android phone or pad. The main function of BenguFarm-MOBILE is to operate as a data capturing tool in the field as well as to lookup the most important animal information. Data can be synchronised between BenguFarm-MOBILE and DESKTOP. BenguFarm-MOBILE for GAME for is designed to work side-by-side with BenguFarm-GAME and BenguFarm-SHEEP & GOATS modules. There is a separate app BenguFarm-MOBILE to be used side-by-side with the BenguFarm-BEEF and BenguFarm-SHEEP & GOATS modules. Under existing license conditions, a user must have a valid BenguFarm-GAME license to able to use BenguFarm-MOBILE for GAME.

## 2. Please note:

- 2.1. The instructions in this manual are applicable to BenguFarm-MOBILE version 14 Jun 2017 working in combination with BenguFarm-DESKTOP version 19 May 2017aF. Previous versions of MOBILE could not handle multiple databases while in previous versions of DESKTOP the synchronization window did not support automatic selection of database in a multi database scenario. You are strongly encouraged to update both BenguFarm MOBILE and DESKTOP to at least these versions.
- 2.2. The manual will further refer to BenguFarm that are installed on a personal computer of laptop as BenguFarm-DESKTOP, or just DESKTOP.
- 2.3. BenguFarm-MOBILE (hereafter called MOBILE) can only be installed on smartphones and tablets with an ANDROID operating system. The Android version should be v4.0.3 (Ice Cream Sandwich) or newer. It can therefore NOT be installed on e.g. an iPhone or iPad (which has a different operating system).
- 2.3. BenguFarm-MOBILE is only available with English as language option.

## 3. Install BenguFarm-MOBILE for Game:

- 3.1. Go on your ANDROID smartphone or tablet to [www.bengufarm.co.za](http://www.bengufarm.co.za) > Downloads > Software and download BenguFarm MOBILE for Game **27 Sep 2019** (or newer version) and install it. **Please note:** At this stage the smartphone or tablet should be set to accept "Unknown Sources - All installation or apps from unknown sources". This should be able to be done under Settings > Security on a smartphone.
- 3.2. Go on your PC or laptop to [www.bengufarm.co.za](http://www.bengufarm.co.za) > Downloads > Updates and download BenguFarm Update **v13 Jan 2023** (or newer version) and install it.


## 4. MOBILE Login:

### 4.1. Create BenguFarm-CLOUD Users

- 4.1.1. Access to MOBILE is controlled by creating users who are allowed to login to MOBILE. Each user will have a username and password. The users are created on a webserver to which MOBILE connects to authenticate user access. The webserver is called BenguFarm-CLOUD.
- 4.1.2. In DESKTOP, go to Data Send/Receive > Synchronize BenguFarm MOBILE.
- 4.1.3. Ensure the computer is connected to the Internet.
- 4.1.4. Click on "Edit BenguFarm MOBILE Users".
- 4.1.5. The first time this function is used, you will be required to enter the details of the user with administrator rights (the administrator). This is the user which will have rights to, if necessary, create and change other users. Most MOBILE clients will probably not have the need to create any additional users in addition to the administrator. There however needs to be at least an administrative user. Enter all the administrator's details. The administrator's password and e-mail address must be entered in duplicate to ensure it is correct. When done, click on "Create Administrator".
- 4.1.6. The BenguFarm-CLOUD Services window will now open. If need to, you may now create additional BenguFarm-MOBILE users. Just close the window if you do not want to create and/or edit additional users.

- 4.1.7. You can always at a later stage go back to the BenguFarm-CLOUD Services window to add additional BenguFarm-MOBILE users and/or edit information.
- 4.1.8. If you forget your administrator's password, click again on "Edit BenguFarm MOBILE Users". You will be asked to login. At the bottom left-hand corner of the login screen, click on "Forgot Password". Then enter the e-mail address of the administrator, as entered when you created the administrator or, if the email address was changed, that email address. Click on "Request Password Reset". BenguFarm-CLOUD will send an e-mail to the administrator's e-mail address. The e-mail will contain a link. When you received the e-mail, click on the link or "copy" and "paste" the link into your web-browser, for example Google Chrome. A page will open where you can enter a new password for the administrator.

## 4.2. LOGIN on MOBILE

- 4.2.1. Select the BenguFarm icon  on your smartphone/tablet.
- 4.2.2. The "Login" screen will be displayed.
- 4.2.3. Enter your customer number (BPU...), username and password and select "Login". Your smartphone/tablet will have to have Internet access at this point of time to be able to login.
- 4.2.4. The "Main Menu" will be displayed following successful login.
- 4.2.5. Due to the usage characteristics of MOBILE a user is not required to login every time when opening MOBILE. After successful login, you may use MOBILE for 30 days without the need to login again. During this period, you can just click on "Login" without entering a username or password to open MOBILE. You are only required to login at least once in 30 days.

## 5. Multiple Databases

Since the 14 June 2017 update MOBILE can handle multiple databases. Previous versions could only handle one database at a time. To add a new MOBILE database or change the database you are working in, click on the "..." menu button located at the top right-hand corner of the "Main Menu" screen and select "Change Database" from the popup menu. The "Change Database" screen allows a user to "Select" a database to work in, "Add" a new database and "Delete" an existing database. Each database should correspond to a database on the DESKTOP as setup at Options > Databases menu. You do not need to give a new database a name. The name will be updated automatically during synchronization.

## 6. Important information regarding synchronization of data:

### 6.1. Please take note:

- 6.1.1. If there are multiple databases on DESKTOP, only one database can be synchronised at a time. In other words, each database must be synchronised separately.
- 6.1.2. When data from a particular database on DESKTOP is synchronized, ALL herds (species) on the relevant database's data are automatically synchronized.
- 6.1.3. Photos can be sent from DESKTOP to MOBILE as an additional option. Only the animal's main photo (selected as the Default photo in DESKTOP) as well as other photos selected to be displayed on reports will be sent to MOBILE by default. The reason for this is the limited capacity of many smartphones. You may select the "Import All Photos" option on MOBILE's synchronization screen if you want to import all photos.
- 6.1.4. Data synchronization between MOBILE and DESKTOP can be done via a Wi-Fi connection (where the computer and smartphone/tablet can communicate with each other using a Wi-Fi "router". With **Wi-Fi** selected as the synchronization method the IP address and PORT are used as the communication parameters. Look on DESKTOP what these parameters are and fill it in on MOBILE.
- 6.1.5. Synchronization of photos:
  - 6.1.5.1. With **Wi-Fi or USB** selected as synchronization method, the photos taken with MOBILE will be sent to DESKTOP during synchronization.
- 6.1.6. Make sure your smartphone/tablet and computer's date and time corresponds.

## 7. To synchronize data:

### 7.1. In DESKTOP:

- 7.1.1. Go (if you have herds [species] on more than one GAME **database**) to any of the databases the CLOUD user has access to. It does not need to be the specific database you wish to synchronize with. DESKTOP will automatically select the correct database in a multi database scenario. In versions of DESKTOP prior to 19 May 2016aF the user had to change to the applicable database before opening the synchronization window (File > Change Active Herd > List All and Select).
- 7.1.2. Make sure that the appropriate lists such as Camps, Contacts (e.g. the veterinarian involved), Vaccines, Remedies & Supplements, Diseases & Injuries, Medicines, etc.) you plan to select in MOBILE from the relevant list was set up in DESKTOP [Settings > ... ] BEFORE the data is sent to MOBILE, since it is not possible to add new list items to lists in MOBILE.
- 7.1.3. Go to Data Send/Receive > Synchronize BenguFarm MOBILE. **Please note:** The screen work for the database in which you are currently in DESKTOP.
- 7.1.4. At Device Connection Type, select **Wi-Fi**. Note the parameters in the block to the right which are applicable to selected connection type. If the **Wi-Fi** connection was selected, the computer IP and PORT will be displayed. In certain circumstances more than one IP could be listed. Select the correct IP through which the router connected to the computer/laptop. The PORT can be changed for cases where the default port number conflicts with existing computer settings.
- 7.1.5. Additional synchronization options can be set on the "Advance Options" tab. As the name indicates, these options are meant for advance users. The exception is the "Upload Photo Size" setting where a user can set the size photos will be resized to when sent to MOBILE.
- 7.1.6. Click on "Start Synchronization Server". DESKTOP will now start to listen to incoming connections from devices running MOBILE which wants to synchronize with the specified connection type.

### 7.2. In MOBILE:

- 7.2.1. On the "Main Menu" screen, select "BenguFarm Direct Sync".
- 7.2.2. At "Connect to PC via" select **Wi-Fi** as the method of communication (as chosen in DESKTOP). With "**Wi-Fi**" selected, enter the IP address and PORT as displayed in DESKTOP in the corresponding fields in MOBILE.
- 7.2.3. At "Mobile Database and Synchronization Options", select the appropriate option:
  - 7.2.3.1. Select the Mobile database you wish to synchronize with DESKTOP.
  - 7.2.3.2. To send data entered on MOBILE to send DESKTOP, select "**Export NEW data to BenguFarm DESKTOP**".
  - 7.2.3.3. To send data that has been changed/added/deleted on DESKTOP to MOBILE, select "**IMPORT New Data from BenguFarm DESKTOP**".
  - 7.2.3.4. To send photos that have been added on DESKTOP since the previous synchronization to MOBILE, select "**Import Photos from BenguFarm DESKTOP**". This option is disabled by default since many smartphones/tablets have limited capacity and may not have enough space to save many photos. **Please note:** This option is only available where synchronization is done via Wi-Fi or USB cable connections. By default, only the animal's default photo and photos marked for reports are synchronized. Select "Import All Photos" if you also wish to import the animal's other photos.
  - 7.2.3.5. To delete all data on MOBILE, select "Empty BenguFarm MOBILE Database".
    - 7.2.3.5.1. **Please note:** The "Empty BenguFarm MOBILE Database" option can only be selected if "IMPORT New Data from BenguFarm DESKTOP" is marked. The option "Export data to BenguFarm NEW DESKTOP" cannot be marked at in this case. This option is therefore used to clear the database in MOBILE and then import new data from DESKTOP.
    - 7.2.3.5.2. This option should also be selected if data from another database need to be imported into MOBILE. **Please note:** Remember to first send the data changed/added on the current MOBILE database to DESKTOP (see "Export NEW data to BenguFarm

DESKTOP" above). If "Empty BenguFarm MOBILE Database" is selected, the MOBILE database is cleared and the data cannot be recovered. This means that BenguFarm DESKTOP and MOBILE both keep a type of "log" of when what data have been changed, so the entire database do not need to be send back and forth each time, but only those records which were added/changed/deleted since the last time data was exchanged between DESKTOP and MOBILE.

- 7.2.4. Click on **"Start Synchronization"** to start the synchronization process. MOBILE will automatically be synchronise to the correct DESKTOP database where multiple databases are setup on DESKTOP, except when "Empty BenguFarm MOBILE Database" is selected. In this case, MOBILE will in some scenarios show a popup from which the user must select which DESKTOP database MOBILE should synchronise with. Subsequent synchronizations with this MOBILE database will not show this popup selection again as the database is then linked to the applicable DESKTOP database.
- 7.2.5. If you wish to synchronize another MOBILE database, select the database and synchronization options as described at 7.2.3 above and "Start Synchronization" to start synchronizing the selected MOBILE database.
- 7.2.6. **When the synchronization of data is finished**, go on DESKTOP to Data Send/Receive > Synchronize BenguFarm MOBILE and click "Stop Synchronization Server". This will stop the synchronization with MOBILE until "Start Synchronization Server" is clicked.

## **8. To view data of an animal in MOBILE:**

- 8.1. On the "Main Menu" screen:
  - 8.1.1. At "Active Herd", select the relevant herd (species).
  - 8.1.2. Select "View Animal".
- 8.2. At "Select Animal", select the applicable animal.
- 8.3. To view the general information of the animal, select "General Information".
- 8.4. To view data recorded at darting of the animal, select "Other Information". You can also select to display the animal's progeny in this section.
- 8.5. To go back to the "Main Menu" screen, press the "back" button on your phone/tablet.

## **9. To record Animal Darting Data in MOBILE:**

- 9.1. On the "Main Menu" screen:
  - 9.1.1. At "Active Herd", select the relevant herd (species).
  - 9.1.2. Select "Enter Darting Data".
- 9.2. On the "Darting Parameters" screen:
  - 9.2.1. Select the filters (Active, Non-active, Male, Female) for animals to be listed.
  - 9.2.2. At "Select Animal", select the applicable animal.
  - 9.2.3. At "Date", select the date on which the animal was dated.
  - 9.2.4. At "Done By" select the vet that darted the animal.
  - 9.2.5. At "Horn Measurement Unit", select the unit (the default as set up in DESKTOP should be ok).
  - 9.2.6. Select "Next" at the bottom of the screen.
  - 9.2.7. At the top of the "Darting Screens", select the screen for the specific type of data to be recorded. Please note: Data recorded on the "General Notes" screen entered on DESKTOP will appear on DESKTOP in the Notes field. The other scenes are all similar as the relevant sub-screen on the Animal Darting Data screen on DESKTOP.
  - 9.2.8. Please note that data entered is saved automatically.
- 9.3. To go back to the "Main Menu" screen, press the "back" button on your phone/tablet.

## **10. To add a new animal record (a birth or a newly acquired animal) in MOBILE:**

- 10.1. On the "Main Menu" screen:
  - 10.1.1. At "Active Herd", select the relevant herd (species).

- 10.1.2. Select "Add/Edit Animal".
- 10.2. Select the "Add Animal" screen.
- 10.3. Remove the check mark next to "Edit Animal". An empty screen will now be displayed on which the new animal's data can be entered.
- 10.4. Select the "Save" icon to save the new animal's data.
- 10.5. A message "Animal Saved Successfully" will briefly be displayed at the top of the screen.
- 10.6. To create another new animal record, select "+".
- 10.7. To go back to the "Main Menu" screen, press the "back" button on your phone/tablet.

**11. To edit an existing animal's data in MOBILE:**

- 11.1. On the "Main Menu" screen:
  - 11.1.1. At "Active Herd", select the relevant herd (species).
  - 11.1.2. Select "Add/Edit Animal".
- 11.2. Select the "Add Animal" screen.
- 11.3. At "Edit Animal", make sure there is a check mark.
- 11.4. At "Select Animal to Modify", select the applicable animal.
- 11.5. The animal's data can now be changed where necessary.
- 11.6. Select the "Save" icon to save the changes.
- 11.7. A message "Animal Saved Successfully" will briefly be displayed at the top of the screen.
- 11.8. To go back to the "Main Menu" screen, press the "back" button on your phone/tablet.

**12. To delete an existing animal's data in MOBILE:**

- 12.1. On the "Main Menu" screen:
  - 12.1.1. At "Active Herd", select the relevant herd (species).
  - 12.1.2. Select "Add / Edit Animal".
- 12.2. Select the "Delete Animal" screen at the bottom of the "Add / Edit Animal" screen.
- 12.3. At "Select Animal to Delete" select the applicable animal.
- 12.4. Select "Delete" to remove the animal record. Please note: ALL data of the applicable animal will be deleted on MOBILE. Once the data is sent to DESKTOP all data of the applicable animal will also be deleted on DESKTOP.
- 12.5. On the "Deleting Animal: Are you sure?" Screen, select "OK" if you are sure you want to delete the applicable animal's data.
- 12.6. A message "Animal Delete Successful" will briefly be displayed at the top of the screen.
- 12.7. To go back to the "Main Menu" screen, press the "back" button on your phone/tablet.

**13. To close BenguFarm-MOBILE:**

- 13.1. On the "Main Menu" screen, select "Exit BenguFarm MOBILE".
- 13.2. Press the "back" button on your phone/tablet to close the "Login" screen.

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