

BenguFarm™



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

Nuusbrief 1/2016

13 Mei 2016

(See page 9 for English)

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Nuwe Opgradering – Alle modules

'n Nuwe opgradering van die BenguFarm sagteware is Vrydag vrygestel . Die opgradering is van toepassing op die BEEF, GAME, SHEEP & GOATS en PIGS modules.

BAIE BELANGRIK:

- Installeer asseblief die update om te verseker dat jy al die nuwe en verbeterde funksies en verslae in BenguFarm kan benut.
- Die web-opgradering fasiliteit sal vir sekere tegniese redes nie werk om hierdie opgradering te installeer nie. Dit is dus nodig om die instruksies hieronder te volg om die opgradering af te laai en te installeer. Kontak gerus jou BenguFarm agent vir hulp, indien nodig.

Hoe om die Opgradering te Installeer

- Maak 'n rugsteun van jou BenguFarm databasis(se). Sien die afdeling "Hoe veilig is jou BenguFarm data?" hieronder vir instruksies.
- Maak die BenguFarm program op die rekenaar toe.
- Gaan na www.bengufarm.co.za > Downloads> Updates.
- Laai die lêer **BenguFarm Update v13-05-2016.exe** soos gewoonlik af op jou rekenaar, naamlik regs klik op die opgradering skakel en kies "Save target as..." of "Save link as...". 'n Klein skerm sal oopmaak waar die gebruiker kan kies waar die update lêer gestoor moet word. Sodra die plek gekies is, klik op "Save" om te begin die lêer af te laai. Let op waar die leer gestoor word.

- Sodra die aflaai voltooi is, moet die self-onttrekking ("self-extracting") zip lêer uitgevoer word. Kies "Run" van die "Download Complete" dialoog. (Die "Download Complete" dialoog word vertoon deur die webblaaier sodra die lêer aflaai voltooi is). Windows mag moontlik 'n sekuriteit waarskuwing gee en die gebruiker vra of die lêer moet "run" of nie. Kies die "More info" en/of "Run" / "Run anyway" om die opgradering te installeer.
- Die opgradering lêer sal outomaties vir die BenguFarm installasiegids soek en al die nodige lêers opgradeer. Wag totdat die "Update Installed" boodskap vertoon word. Klik OK om hierdie boodskap toe te maak.
- Maak BenguFarm oop en kyk of die nuwe weergawe inderdaad geïnstalleer is. (Die weergawe inligting vertoon aan die bokant van die hoofskerm. Dit moet wees **BenguFarm™ [Module] v13 Mei 2016...**).

Wat is nuut in die nuwe BenguFarm opgradering?

Sien die Wat is Nuut afdeling verder aan in hierdie Nuusbrieff vir 'n lys van funksies wat bygevoeg of verbeter is sedert die vorige opgradering. Vergewis asseblief jouself hiervan sodat jy die nuwe/verbeterde funksies kan benut.

MOBILE app vir GAME module nou beskikbaar

Is jy 'n wildteler wat moeg is daarvoor om met papiere te sukkel om data aan te teken wanneer diere verdoof (gepyl) is of wanneer koeie kalf? Is jy moeg daarvoor om al daardie data weer te moet inlees op BenguFarm-GAME? Wil jy diere se data op jou selfoon of tablet kan opkyk wanner jy in die veld tussen die diere is? Indien wel, lees dan verder.

BenguFarm-MOBILE is 'n mobiele applikasie vir Android (Android mobile app) wat onafhanklik van BenguFarm-GAME op 'n Android slimfoon of tablet geïnstalleer word.

BenguFarm-MOBILE se hoof funksie is om data in die veld op 'n slimfoon of tablet aan te teken asook om die belangrikste inligting van 'n dier op te kyk. Data kan tussen BenguFarm-MOBILE en BenguFarm-GAME uitgeruil word via 'n sinchronisasie funksie. BenguFarm-MOBILE is op hierdie stadium slegs beskikbaar om saam met die wildmodule, BenguFarm-GAME, gebruik te kan word. BenguelaSoft beplan om in die toekoms BenguFarm-MOBILE na die vleisbees (BEEF) en skaap- en bok (SHEEP & GOATS) modules uit te brei. Onder huidige lisensie voorwaardes moet 'n gebruiker BenguFar-GAME hê om BenguFarm-MOBILE te mag gebruik. Terloops, BenguFarm-MOBILE kan op Jelly Bean (version 4.2) en nuwer weergawes van Android loop.

Data op die teler se BenguFarm-GAME kan vanaf sy rekenaar na BenguFarm-MOBILE op 'n slimfoon of tablet gestuur word. Hierdie data kan dan op die slimfoon of tablet opgekyk word wanneer daar tussen die diere in die veld rondbeweeg word. Alle data wat voorheen aangeteken is (sien hieronder) kan ook opgekyk word, insluitende die nageslag van 'n dier, met hul horingmates.

Basiese dierdata van nuwe diere (kalwers/lammers gebore asook diere aangekoop) kan in die veld op BenguFarm-MOBILE aangeteken word. Verder kan algemene notas en alle data wat aangeteken word by verdowing ("darting") van diere op BenguFarm-MOBILE aangeteken word. Hierdie data sluit in horingmates, foto's, kampverskuiwings, inentings/doseringe & aanvullings, mikroskyfie inplantings, DNA monsters, dragtigheidstoetse (vroulike diere), vrugbaarheidstoetse (manlike diere), tande toestand, inwendige parasiete, siektes & beserings, behandelings, veeartsenykundige notas, gewigte en algemene notas. Dis belangrik om daarop te let dat die aantekening van data op BenguFarm-MOBILE in die veld *nie* Internet toegang benodig nie.

Gebruikers kan ook opgestel en regte aan hulle toegeken word. U mag bevoorbeeld 'n bestuurder wees en 'n gebruiker opstel wat data kan verander en 'n ander gebruiker opstel wat net die data kan besigtig en niks kan verander en/of byvoeg nie. Die gebruiker se gebruikersnaam en -wagwoord moet op BenguFarm-MOBILE ingevul word om met BenguFarm-MOBILE te kan werk.

Die inligting aangeteken op BenguFarm-MOBILE kan dan gesinchroniseer word na die BenguFarm-Game databasis op jou rekenaar(s) om die data op die rekenaar op datum te bring. Sinchronisasie van data kan deur middel van 'n USB-koppeling, Wi-Fi of Internet gedoen word, afhangende van watter metode beskikbaar is en watter metode die gebruiker verkies.

BenguFarm-MOBILE is beskikbaar teen R1 950 (BTW ingesluit). Dit sluit in aflaai en installering van BenguFarm-MOBILE vanaf die Internet, 'n handleiding, die eerste jaar se lisensiefooi en ondersteuning deur jou toegewese BenguFarm agent met installering, opstelling en algemene werking. Vanaf die 2de jaar na aankoop sal 'n jaarlikse lisensiefooi van R230 (BTW ingesluit) betaalbaar wees. Die lisensiefooi dek alle opgraderings van die sagteware asook gratis ondersteuning deur jou BenguFarm agent. Indien jy belang stel om MOBILE vir die GAME module te koop, kontak jou BenguFarm agent of Mnr. Leslie Bergh by 082 801 2026 of stuur 'n epos na leslie.bergh@vodamail.co.za of bestel aan-lyn by www.bengufarm.co.za > Order.

Opleidingskursusse

Ken jy en jou personeel die BenguFarm program goed genoeg om dit ten volle te benut vir algemene bestuur, seleksie, teling en bemerking? Indien nie, oorweeg dit dan om een van die volgende BenguFarm opleidingskursusse by te woon:

BEEF module:

- Inleidende kursus 28-29 Junie 2016, Nottingham Road. Aanbieding in Engels.
- GEVORDERDE kursus 30 Junie 2016, Nottingham Road. Aanbieding in Engels.
- GEVORDERDE kursus 8 Julie 2016, Pretoria. Aanbieding in Afrikaans.
- Inleidende kursus 11-12 Augustus 2016, Pretoria. Aanbieding in Afrikaans.
- Inleidende kursus 16-17 Augustus 2016, Vryburg. Aanbieding in Afrikaans.
- Inleidende kursus 20-21 September 2016, Bloemfontein. Aanbieding in Afrikaans.

SHEEP & GOATS module:

- Inleidende kursus 9-10 Junie 2016, Stellenbosch. Aanbieding in Afrikaans.
- Inleidende kursus 4-5 Augustus 2016, Pretoria. Aanbieding in Afrikaans.
- Inleidende kursus 22-23 September 2016, Bloemfontein. Aanbieding in Afrikaans.

GAME module:

- Inleidende kursus 2-3 Junie 2016, Pretoria. Aanbieding in Afrikaans.
- Inleidende kursus 7-8 Junie 2016, Stellenbosch. Aanbieding in Afrikaans.
- GEVORDERDE kursus 7 Julie 2016, Pretoria. Aanbieding in Afrikaans.
- GEVORDERDE kursus 12 Julie 2016, Vryburg. Aanbieding in Afrikaans.

Indien jy belang stel om een van hierdie kursusse self by te woon of een van jou personelede te stuur, kontak Mnr. Leslie Bergh by 082 801 2026 of stuur 'n epos na leslie.bergh@vodamail.co.za en dui aan in watter kursus jy belang stel. Hy sal dan vir jou die betrokke kursus se besprekingsvorm met al die besonderhede van die kursus stuur. Die besprekingsvorms is ook beskikbaar by www.bengufarm.co.za > Training.

Nuwe handleidings

Die handleidings van die BEEF, SHEEP & GOATS en GAME modules is in totaal hersien en uitgebrei waar nodig. Om die nuutste weergawe van die betrokke BenguFarm handleiding af te laai, gaan na www.bengufarm.co.za > Downloads > Manuals. Afrikaanse en Engelse weergawes is beskikbaar.

BenguFarm Rekeningnommer (BPU) op program geregistreer?

Dit is baie belangrik dat jou BenguFarm rekeningnommer op jou program geregistreer is. Hierdie nommer behoort bo-aan die hoofskerm te verskyn na die boerdery naam [bv. ...Reg: ABC Boerdery (**BPU9999**)...]. Indien dit nie daar verskyn nie, kontak asseblief vir Naomi Havenga om die nommer te registreer op jou program. Sien die volgende paragraaf vir haar kontakbesonderhede.

Indien die BPU nommer op jou program geregistreer is en die program se RIK op die BenguelaSoft administrasie stelsel geregistreer is, verseker dit dat BenguFarm se registrasie hernuwings outomaties via die internet kan geskied nadat die lisensiebetaling op ons administratiewe stelsel aangeteken is. Terselfertyd kan jy dan die funksie "Besigtig/Opdateer my Rekeningbesonderhede" onder die "Opsies" menu gebruik. Hier kan jy kontakbesonderhede sien en opdateer indien dit verander, toegekende registrasiekodes besigtig asook die nuutste lisensiefaktuur vertoon en druk.

Kontakbesonderhede vir (her)registrasies en faktuur navrae

Indien jy om een of ander rede nie 'n faktuur ontvang het nie of indien die outomatiese herregistrasie onsuksesvol was en jou Rekenaar Identifikasie Kode (RIK) nie in die e-pos ingesluit is nie of jy nie oor 'n e-pos funksionaliteit beskik nie, kontak vir Naomi Havenga by 082 696 8306 of stuur 'n epos na accounts@benguelasoft.co.za terwyl jy op die registrasieskerm is en verskaf aan haar jou BenguFarm BEEF rekeningnaam, rekeningnommer (wat begin met BPU) en die RIK waarvoor jy 'n nuwe registrasiekode benodig.

Hoe veilig is jou BenguFarm data?

BAIE BELANGRIK!!! Maak asseblief gereeld 'n rugsteun van jou BenguFarm databasis(se).

Om 'n rugsteun te maak, gaan na Lêer > Rugsteun en Herstel. Onder die hofie Maak 'n Rugsteun, kies die databasis en tipe data waarvan jy 'n rugsteun wil maak. Onder die hofie Maak Rugsteun In, kies die plek waar jy die rugsteun lêer wil maak, byvoorbeeld na die hardeskyf en/of na 'n eksterne hardeskyf of geheuestokkie. Klik aan die regterkant op Rugsteun om die rugsteun te maak. **Stoor die rugsteun op 'n eksterne hardeskyf of geheuestokkie ("memory stick") en bêre hierdie eksterne hardeskyf of geheuestokkie apart van jou rekenaar op 'n veilige plek sodat dit nie saam met jou rekenaar gesteel kan word nie. 'n Ander opsie is om die rugsteun te stoor op 'n "cloud" gebaseerde plek soos Dropbox, Google Drive of One Drive.**

By Opstellings > Kuddes > Verstek Gids vir Lêers kan jy 'n verstek gids/roete opstel waar rugsteun lêers gestoor word. By Opstellings > Kuddes > Herinneraars kan jy kies dat BenguFarm BEEF jou herinner om gereeld 'n rugsteun te maak.

Fout met eksportering van verslae

Sommige gebruikers het 'n probleem ondervind om verslae na pdf te eksporteer. Die fout is weens 'n Windows opgradering wat veroorsaak dat die 3de party verslagkomponente nie verslae na pdf kan eksporteer nie. Microsoft het intussen hierdie fout reggestel. Indien u steeds die probleem ondervind, doen 'n Windows Update of doen die volgende:

- Gaan na Windows se Control Panel.
- Klik op "Programs and Features" en daarna op "View Installed Updates".
- Bo reg op die skerm is 'n soekboksie. Tik in: KB3102429.
- Die betrokke Windows Update behoort gelys te word. Regs klik op die KB3102429 update en kies "Uninstall".
- Dit mag nodig wees om die rekenaar af en weer aan te skakel voordat die BenguFarm verslag eksporteer funksies weer werk.

Wat is Nuut in die nuwe BenguFarm opgradering?

Alle modules:

- 'n **Diensaanvraagvorm is geskep** wat saam met die betrokke diere se biologiese monsters na die **Clinomics DNA laboratorium** gestuur moet word. [Data Stuur/Opneem > Stuur > Clinomics DNA Dienste].
- Die **Unistel DNA Dienste aanvraagvorm is opgedateer** met die nuutste uitleg en pryse.
- Op die **My Verslae** skerm is verskeie velde bygevoeg by kriteria en velde om te vertoon, onder andere om 'n dier se ouderdom in jare te vertoon. [Verslae > My Verslae].
- Op die **Inteelberekening vir Beplande Parings** skerm kan bulle of ramme in 'n ander kudde is, maar gemerk is vir Sigbaar vir Reproduksie in Ander Kuddes, ook nou gekies word.
- **Boekwaarde en markwaarde** van diere kan nou **per individuele dier aangeteken** word. Indien die aankoopprys van diere aangeteken word (Ander Diere > Aankope), sal die aankoopprys outomaties as die boekwaarde van die dier opgeneem word, mits daar nie reeds 'n ander boekwaarde aangeteken was nie.
- Op die Aankope skerm is veld "Aankoms op Plaas" datum bygevoeg. [Ander Data > Aankope].
- **Voorraad** soos lekkie, hooi, konsentraatvoeding, ens. uitgesit wat **aangeteken is op die Kampaktiwiteite skerm kan nou gekoppel word aan die Diverse Voorraad** van die betrokke voorraad om die voorraad gebruik outomaties te updateer. [Ander Data > Kampaktiwiteite].
- Die Inentings & Doserings skerm en verslag se naam is verander na Inentings, Doserings & *Aanvullings* om voorsiening te maak vir die **aantekening en verslaggewing van aanvullings soos Vitamien B en Multi-minerale** per dier.

GAME Module:

- **Sekere skerms en sekere velde op sommige skerms in BenguFarm-GAME wat nie gebruik word nie, kan nou verberg ("hide") word.** Om BenguFarm op hierdie wyse pas te maak vir jou spesifieke behoeftes en dus meer gebruikersvriendelik te maak, gaan na Vertoon > Verander Items wat Vertoon word op Skerms. Sien die GAME handleiding, paragraaf "Vertoon opstellings - Hoofskerm en ander" vir stap-vir-stap instruksies.
- **Diergetalle en -waardes verslag:**
 - Daar is nou **twee wild-spesifieke verstek metodes** bygevoeg, naamlik vir grootwild spesies en vir kleinwild spesies. Gaan na Opstellings > Kuddes > Herinneraars > Verstek Diergetalle metode en kies die toepaslike metode vir elke spesie.
 - 'n **Aparte kategorie "Jong Koeie"** is geskep om koeie onder 5 jaar ouderdom (43-59 maande) wat nog geen kalwers op rekord het in BenguFarm-GAME nie, apart te lys van die Teelbare Verse. Alle vroulike diere 60+ maande ouderdom, ongeag of hulle kalwers op rekord het in BenguFarm-GAME al dan nie, word nou gelys as koeie.
- **Dagboek en Bestuurskalender:** Die Bestuurskalender Kategorieë met aantal diere vertoon nou in die dagboek.
- **Dier Pyl Data skerm:** Die Veeartsbesoek skerm maaak nou ook voorsiening om die **helikopter (of wildvanger)** betrokke by die verdoving van die dier se **inligting en kostes** te kan aanteken.
- **Dieropsomming en Veilingskatalogus verslae:**
 - 'n Opsie om **slegs die laaste horingmates** in te sluit i.p.v. alle datums se mates is bygevoeg.
 - 'n Opsie om 'n **3-generasie stamboom met fotos en horingmates** in te sluit is bygevoeg.
 - 'n Opsie om **fotos van 'n dier se ouers** in te sluit is bygevoeg.
 - Die **boerdery se logo** (indien die opsie om dit te vertoon gemerk is) word nou GROTER gedruk.
- **DNA Geverifieerde Ouerskappe en Bloedlyne** skerm: [Diere > DNA Geverifieerde Ouerskappe en Bloedlyne]:
 - **Bloedlyne** kan nou, addisioneel tot ouerskappe, ook gesertifiseer word.
 - By bloedlyne kan nou aangeteken word wat se tipe DNA gebruik om die bloedlyn te bepaal, naamlik **nukluêre DNA of mitochondriale DNA**.
- Die **Horingmates verslag** kan gedruk of in verskeie formate gestoor word. [Verslae > Gewigte, Metings, Prestasietoetsing & Teelwaardes > Horingmates].

- Verskillende spesies, sub-spesies, bloedlyne en kleure is bygevoeg.
- **Verwagte kalfdatum berekening:** By Opstellings > Kuddes > Dekkings en Dragtigheide is daar 'n opsie "Bereken Verwagte Kalfdatums sonder Dekinligting". Hierdie opsie is by verstek aangeskakel vir die GAME module. Met hierdie opsie aangeskakel, word die verwagte kalfdatum bereken sonder dat daar enige dekkings of dragtigheidsondersoeke in die program aangeteken is. Sien Bylaag C van die GAME handleiding vir die berekeingsmetodes.
- **Moontlike vader van 'n kalf:** Indien (a) parings nie aangeteken is nie, (b) die diere gekoppel is aan kampe en (c) kamp bewegings aangeteken is, kan jy die moontlike vader van 'n kalf van die kamp verskuiwings geskiedenis bepaal. Op die Dekdata area van die Kalwing skerm, klik op die knoppie "Bulle in Dieselfde Kamp as Koei by Dekking" verste regs van die Bul veld. Dit bring 'n venster op wat die bul(le) vertoon wat in dieselfde kamp as die koei was op die stadium wat die koei dragtig moes geword het. Jy kan hierdie bul (of bulle as multi-bulle) kies as die vader.
- **Kalf geslag onbekend:** Indien die geslag van 'n kalf onbekend is ten tye van die aantekening van die kalwing, kies óf manlik óf vroulik en merk die "?" veld aan die regterkant van die dier geslag veld. Geslag onbekende diere word vertoon met 'n rooi agtergrond op die hoofskerm.
- **Subspesie, bloedlyn, kleur en "split":** By sekere spesies is die subspesies uitgebrei en/of verander na bloedlyne om dit tegnies meer korrek te maak. Hierdie velde kan nou op die Kalwingskerm, Voeg By en Verander (Enkel Dier Uitleg) skerm, Verander Diere (Tabel Formaat) skerm, ensovoorts aangeteken/verander word.
- **Verstek ("default") reproduksiewaardes opstellings:** Minimum-, normale- en maksimum dragtigheidsperiodes, Jongste ouderdom vir 1ste Dekking, Rusperiode van kalwing tot Dekking en Ovulasiesiklus waardes is opgestel vir alle spesies.
- **Log van DNA monsters:** Vir DNA monsters wat gestuur is, kan daar log gehou word van datums gestuur en uitslae ontvang. Sien die area regs onder op die betrokke skerm. [Data Stuur/Opneem > Stuur > Unistel / Clinomics DNA Dienste].
- **Prosedures aanteken op Dier Pyl Data skerm:** Op die Dier Pyl Data skerm kan prosedures soos hoewe gesny, oorplaatjie ingesit, biopsie geneem, ens. aangeteken word.
- **Fotos kies vir verslae:** Die dierfotos wat op die Dieropsomming- en Veilingskatalogus verslae wat op verslae gedruk moet word (maksimum 4 fotos), kan deur die gebruiker gekies word.
- **Addisionele horingmates:** Addisionele horingmates en ander eienskappe, bv. aantal strepe by elande, is bygevoeg by sekere spesies.
- **Horingmates grafiek:** Op die Horingmates opkykskerm op die hoofskerm, kan gekies word watter eienskappe op die grafiek vertoon word. Om te kies watter eienskappe vertoon word op die grafiek, klik op die hamer en moersleutel knoppie links bo-aan die grafiek.
- **Wild-spesifieke Kuddelys verslag:** Gaan na Verslae > Dier Lyste en Getalle > Kuddelys. Hierdie is 'n nuwe uitleg spesifiek vir wilddtelers waar wild-toepaslike velde gelys word saam met die diere.
- **Opsomming van Dier verslag:** Gaan na Verslae > Dier-, Stamboom- en Nageslag Opsommings > Opsomming van Dier. Hier kan jy kies watter data jy op die verslag wil insluit. Hierdie verslag kan handig gebruik word by bemerking.
- **Veilingskatalogus:** Gaan na Verslae > Aankope, Veilings en Verkope > Veilingskatalogus. Die veilingskatalogus is basies dieselfde as die Dieropsomming verslag, maar met opsies om 'n jou eie logo, lotnommer en opmerkings by te voeg by elke dier.
- **Diere per Kamp verslag:** Gaan na Verslae > Kampe > Diere per Kamp. Jy kan kies watter kamp(e) jy die verslag wil insluit asook watter velde (kolomme) ingesluit moet word.
- **Foto Maatband:** Met hierdie funksie kan diere se **horingmates "gemeet" of beraam word vanaf 'n foto**, sonder om die dier hoef te verdoof. Gaan na Ander Data > Dier Pyl Data > Algemeen > Horingmates > Foto Maatband (onder-aan die skerm). Vir stap-vir-stap instruksies, klik regs bo-aan die skerm op die Hulp funksie. Sien ook Bylaag B van die die GAME handleiding vir belangrike wenke om hierdie funksie te gebruik.
- **Prys per duim horingmate betaal:** Dit kan nou op die Aankope skerm aangeteken word saam met res van die aankoopinligting. Dit kan ook op die Dier Data Navigeerder skerm en op die Aankope verslag (as deel van Opmerking) vertoon word.

- **Inkomste per duim horingmate ontvang:** Dit kan op die Verkope skerm aangeteken word saam met res van die verkoopinligting. Dit kan ook op die Dier Data Navigeerder skerm en op die Verkope verslag (as deel van Opmerking) vertoon word.
- **Eienskappe om te meet per Spesie:** Gaan na Opstellings > Eienskappe per Spesie. Hier kan gekies word watter eienskappe vir 'n spesifieke spesie gemeet word en die volgorde waarin die eienskappe gelys word, kan ook gekies word.
- **Horingmates kan in duim, cm of mm aangeteken en vertoon kan word.** Gaan na Opstellings > Eienskappe per Spesie.
- **Buffel "boss" mates:** Linker en regter "boss" mates kan nou aangeteken word.
- **Opmerkings oor Horings:** Gaan na Diere > Voeg by & Verander Diere (Enkel Dier Uitleg) > Algemeen > Opmerkings > Horings. Soek die opmerking(s) onder die betrokke afdeling en merk dit (byvoorbeeld onder die afdeling Horings > Linker Horing Gebreek). Opmerking kodes kan ook op hoofskerm se Notas opkykskerm aangeteken en gestoor word.

BEEF module:

- **DNA Gesertifiseerde Ouerskappe funksie:** Gebruikers van die BEEF module kan nou ook, op grond van DNA ontleding, die ouers van 'n dier sertifiseer. [Diere > DNA Geverfifieerde Ouerskappe en Bloedlyne].
- 'n Opsie is byvoeg om die **teelwaarde indekse** i.p.v. werklike teelwaardes te druk op die Teelwaardes verslag [Verslae > Gewigte, Metings, Prestasietoetsing en Teelwaardes > Teelwaardes].
- 'n Funksie is nou bygevoeg om **dekkings in die BreedPlan formaat te stuur** na die betrokke telersgenootskap. [Data Stuur/Opneem > Stuur > Breedplan > Dekkings].
- 'n Funksie is bygevoeg om **stoettelers te herinner om nuwe teelwaardes beskikbaar vanaf hulle diensverskaffer in te trek** in Bengufarm [Opstellings > Kuddes > Herinneraars > Herinner Om Nuuyste Teelwaardes af te Laai].

SHEEP & GOATS module:

- Voorsiening is gemaak vir die **intrek van data vanaf die APR500 mikroskyfie leser** verskaf deur RFID Experts. Data soos lammings, dekkings, dragtighede, gewigte, woldata, ens kan met die druk van 'n knoppie in BenguFarm ingetrek word sien die SHEEP & GOATS handleiding, Bylaag C vir meer inligting. [Data Stuur/Opneem > Opneem > RFID Experts APR500 Leser].
- 'n Skerm is ontwikkel om, in gevalle waar **mikroskyfies ("E-tags") hergebruik** word, die mikroskyfienommer toe te ken aan 'n nuwe dier en te verwyder by die vorige dier wat die nommer gehad het. [Diere > Ken Mikroskyfie aan Ander Dier Toe].
- Voorsiening is op die Jong Ooie en Ooie vir **Dragtigheidondersoek (aantekenlys)** verslag gemaak om die **aantal fetusse (1-ling, 2-ling, ens.) aan te teken**. [Reproduksie > Dragtigheidsondersoeke].
- Indien by dragtigheidsondersoeke die periode dragtig nie in maande of weke gegee word nie maar as die **Siklus** (die 1ste, 2de of 3de ovulasiesiklus in die dekseisoen waarin die ooi dragtig geword het), word dit nou **gebruik om die (vroegste) verwagte lamdatum te bereken**. Dit word onder andere vertoon op die Dekkings & Dragtigheid- asook Jong Ooie en Ooie Naby Lammings verslae. [Verslae > Dekkings, Dragtighe & Lammings > Dekkings en Dragtighe].
- Op die **Dekkings & Dragtigheid verslag** is 'n veld "**# Fetusse**" bygevoeg en die verslag se uitleg is verander. [Verslae > Dekkings, Dragtighe & Lammings > Dekkings en Dragtighe].
- 'n Opsie is bygevoeg op die **Vesel Veldkaart** (aantekenlys) verslag vir die **aanteken van Bouvormen/of Wolpunte**.
- Die **Dohne Merino Keuringsverslag** is op datum gebruik met die nuutste vereistes van die Dohne Merino Telersgenootskap.
- 'n Funksie "**Skep Linêre Punte Lêer**" is aan die onderkant van die Woldata vir Prestasietoetsing skerm bygevoeg om **wol- en bouvormpunte te kan stuur na 'n diensverskaffer of die betrokke telersgenootskap**.
- 'n **Prestasietoetsresultate verslag** (met gekorrigeerde gewigte, GDOs- en indekse) is bygevoeg. [Verslae > Gewigte, Metings, Prestasietoetsing & Teelwaardes > Prestasietoetsresultate].

PIGS module:

Vir alle praktiese doeleindes is die varkmodule grotendeels ontwikkel sedert die vorige amptelike opdatering. Kliënte wat die PIGs module gebruik is deurlopend op datum gehou van nuwe ontwikkelings en dus sal die lys van byvoegings en verbeterings nie in besonderhede bespreek word in hierdie Nuusbrief nie.

BenguFarm™



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

Newsletter 1/2016

13 Mei 2016

(Sien bladsy 1 vir Afrikaans)

In this Newsletter:

- New update available
- BenguFarm-MOBILE (Anroid app for GAME module) now available
- Training courses
- New manuals available
- BeguFarm account number registered on programme?
- Contact details for (re)registrations and invoice enquiries
- How secure is your BenguFarm data?
- Error exporting reports to PDF
- What is new in the new BenguFarm update?

New Update – All modules

A new update of the BenguFarm software has been released on Friday. The update applies to the BEEF, GAME, SHEEP & GOATS and PIGS modules.

VERY IMPORTANT:

- Please install the update to ensure you will be able use all the new and improved functions and reports in BenguFarm.
- The web-update facility won't work to install this update due to certain technical reasons. Therefore you need to follow the instructions below to download and install the update. Please contact your BenguFarm agent for help, if needed.

How to Install the Update

- Make a backup of your BenguFarm database(s). See the section "How safe is your BenguFarm data?" below for instructions.
- Close the BenguFarm programme on the computer.
- Go to www.bengufarm.co.za > Downloads > Updates.
- Download the file **BenguFarm Update v13-05-2016.exe** as usual to your computer, i.e.: Right Click on the update link and select "Save Target As..." or "Save Link As...". A small window will open where the

user can select where the update file must be saved to. Once the save to location is selected, click on "Save" to start downloading the file. Please note where the file is saved.

- Once the download has completed, the self-extracting zip file must be run. Select "Run" from the "Download Complete" dialog. (The "Download Complete" dialog is displayed by the web browser once the file download has completed). Windows may give a security warning and ask the user whether the file must be run or not. Select to "More Info" and/or "Run" / "Run anyway" to run the update file.
- The update file will automatically search for the BenguFarm installation folder and update all the necessary files. Wait until the "Update Installed" message is displayed. Click OK to close this message.
- Open BenguFarm and check if the new version is indeed installed. (The version info is displayed at the top of the main window. It should be **BenguFarm™ [Module] v13 May 2016...**).

What's New in the new BenguFarm update?

See the What's New section further on in this Newsletter for a list of functions which have been added or improved since the previous update. Please take note of this to ensure that can use the new/improved functions.

MOBILE app for GAME module now available

Are you a game breeder who is tired of the hassle to record data on paper when animals are tranquilised (darted) or when cows calve? Are you tired of having to capture all those data again on BenguFarm-GAME? Do you want to look up animal data on your phone or tablet when you are in the veld among the animals? If you do, then please read on.

BenguFarm-MOBILE is a mobile application for Android (Android mobile app) installed independently of BenguFarm-GAME on an Android smartphone or tablet.

BenguFarm-MOBILE's main function is to record data in the field on a smartphone or tablet and to look up most of an animal's information. Data can be exchanged between BenguFarm-MOBILE and BenguFarm-GAME via a synchronization function. BenguFarm-MOBILE is at this stage only available to be used with the game module, BenguFarm-GAME. BenguelaSoft plan to expand BenguFarm-MOBILE in future for the BEEF and SHEEP & GOATS modules. Under current licensing conditions a user must have BenguFarm-GAME to be able to use BenguFarm-MOBILE. By the way, BenguFarm-MOBILE can run on Jelly Bean (version 4.2) and newer versions of Android.

Data on the breeder's BenguFarm-GAME can be sent from his computer to BenguFarm-MOBILE on a smart phone or tablet. This data can then be viewed on the smartphone or tablet when moving around between the animals in the field. All data previously recorded (see below) can also be viewed, including the progeny of an animal with their horn measurements.

Basic animal data of new animals (calves/lambs born and animals purchased) can be recorded in the field on BenguFarm-MOBILE. General notes and all data recorded at darting of animals can also be recorded on BenguFarm-MOBILE. This data includes horn measurements, photos, camp movements, inoculations, dosing & supplements, microchip implants, DNA samples, pregnancy tests (females), fertility tests (males), teeth condition, internal parasites, illnesses & injuries, treatments, veterinary notes, weights and general notes. Important to note is that the recording of data on BenguFarm-MOBILE in the veld does *not* need Internet access.

The information recorded on BenguFarm-MOBILE can then be synchronised to the BenguFarm-GAME database on your computer(s) to bring the data on the computer up to date. Synchronisation of data can be done via a USB connection, Wi-Fi or Internet, depending on which method is available and the method preferred by the user.

You will create users who must use their username and password to login into BenguFarm-MOBILE. Access rights can be assigned to each user. The farm manager may be assigned right to add and change data while other personnel only be allowed to view data on BenguFarm-MOBILE.

BenguFarm-MOBILE is available at R1 950 (including VAT). This includes downloading and installing BenguFarm-MOBILE from the Internet, a user manual, the first year's license fee and support by your designated BenguFarm agent with installation, setting up and general operation. From the 2nd year after purchase an annual license fee of R230 (including VAT) is payable. The license fee covers all software updates and free support by your BenguFarm agent. If you are interested to buy MOBILE for the GAME module, please contact your BenguFarm agent or Mr. Leslie Bergh at 082 801 2026 or e-mail him at leslie.bergh@vodamail.co.za or order on-line at www.bengufarm.co.za > Order.

Training Courses

Know you and your staff know the BenguFarm program well enough to use it fully for general management, selection, breeding and marketing? If not, consider it to attend one of the following BenguFarm training courses:

BEEF module:

- Introductory course 28-29 June 2016, Nottingham Road. Presentation in English.
- ADVANCED course 30 June 2016, Nottingham Road. Presentation in English.
- ADVANCED course 8 July 2016, Pretoria. Presentation in Afrikaans.
- Introductory course 11-12 August 2016, Pretoria. Presentation in Afrikaans.
- Introductory course 16-17 August 2016, Vryburg. Presentation in Afrikaans.
- Introductory course 20-21 September 2016, Bloemfontein. Presentation in Afrikaans.

SHEEP & GOATS module:

- Introductory course 9-10 June 2016, Stellenbosch. Presentation in Afrikaans.
- Introductory course 4-5 August 2016, Pretoria. Presentation in Afrikaans.
- Introductory course 22-23 September 2016, Bloemfontein. Presentation in Afrikaans.

GAME module:

- Introductory course 2-3 June 2016, Pretoria. Presentation in Afrikaans.
- Introductory course 7-8 June 2016, Stellenbosch. Presentation in Afrikaans.
- ADVANCED course 7 July 2016, Pretoria. Presentation in Afrikaans.
- ADVANCED course 12 July 2016, Vryburg. Presentation in Afrikaans.

If you are interested to attend one of these courses yourself or to send some of your staff, please contact Mr. Leslie Bergh at 082 801 2026 or e-mail him at leslie.bergh@vodamail.co.za and indicate in which course you are interested. He will send you the booking form for the applicable course with the details of the course. The booking forms are also available at www.bengufarm.co.za > Training.

New manuals

The manuals of the BEEF, SHEEP & GOATS and GAME modules were updated in total and expanded where necessary. To download the latest version of the applicable BenguFarm manual, go to www.bengufarm.co.za > Downloads > Manuals. Afrikaans and English versions are available.

BenguFarm Account number (BPU) registered on your program?

It is very important that your BenguFarm account number is registered on your program. This number should appear in on top of the main screen next to the farming name [e.g. ... Reg: ABC Farming (**BPU9999**) ...]. If it does not appear, please contact Naomi Havenga to register the number on your programme. See the next paragraph for her contact details.

If your BPU is registered on your program and the programme's CIC is registered on the BenguelaSoft's administration system, it will ensure that BenguFarm's registration can automatically be updated via the internet when licence payment was captured on our administration system. At the same time you get access to the "View/Update my Account Details" function located in the "Options" menu in BenguFarm. Here you can view and edit your contact details if they have changed. You can also view assigned registration numbers and view and print the latest licence fee invoice.

Contact details for (re)registration and invoicing inquiries

If for some reason you did not receive an invoice or if the automatic re-registration was unsuccessful and your Computer Identification Code (CIC) is not included in the e-mail or if you do not have an e-mail functionality, contact Naomi Havenga at 082 696 8306 or send an email to accounts@benguelasoft.co.za while you are on the registration screen and give her your BenguFarm BEEF account name, account number (starting with BPU) and the CIC for which you need a new registration code.

How safe is your BenguFarm data?

VERY IMPORTANT!!! Please remember to make a backup of your BenguFarm database(s) on a regular basis.

To make a backup, go to File > Backup and Restore. Under the heading Create a Backup, choose the database and select the type of data of which you want to make a backup. Under the heading Make Backup To, select the location where you want to make the backup file, for example the hard drive and/or to an external hard drive or memory stick. Click to the right on Backup to make the backup. **Save the backup on an external hard drive or a memory stick. Keep this external hard drive or memory stick in a safe place separate from your computer to prevent it being stolen with your computer. Another option is to save the backup on a cloud based place like Dropbox, Google Drive or One Drive.**

At Settings > Herds > Default Folders for Files you can set up a default folder where your backup files will be saved. At Settings > Herds > Reminders you can set up a reminder to make backups on a regular basis.

Error exporting reports to PDF

Some users have experience problems while trying to export reports to PDF. The problem is due to a Windows Update which caused the third party reporting tools to be unable to export reports to PDF. Microsoft have since corrected the faulty update. If you are still experiencing the problem, run Windows Update or do the following:

- Go to Windows's Control Panel.
- Click on "Programs and Features" and then on "View Installed Updates".
- At the top right hand corner of the window is a search box. Type in: KB3102429.
- The applicable Windows Update should be listed. Right click on the KB3102429 update and select "Uninstall".
- It may be necessary to restart the computer before the changes take affect and the report exporting functions work again.

What's New in the new BenguFarm update?

All modules:

- A **DNA Service request form** to be used when sending DNA samples sent to **Clinomics DNA laboratory**. [Data Send/Receive > Send > Clinomics DNA Services].
- The **Unistel DNA Service request form was updated** with the latest layout and prices.
- A multitude of fields were added to the criteria and columns which are displayed on the **My Reports** window, amongst others to display an animal's age in years and months. [Reports > My Reports].
- Bulls and rams from other herds can now be selected on the **Inbreeding Calculation for Planned Matings** window if they are marked as Visible for Reproduction in All Herds.
- The **book and market values for individual animals** can now be **captured**. The purchase price for an animal (Other Data > Purchases), will automatically be used as the animal's book value, except where an existing book value for the animal was already captured.
- "Arrival on Farm" date field was added to the Purchase window. [Other Data > Purchases].
- **Stock** such as licks, hay, concentrates, etc. put out and **captured on the Camp Activities window can now be linked to Miscellaneous Stock** to automatically update use of the applicable stock item. [Other Data > Camp Activities].
- The Inoculations & Dosing window and report's name was changed to Inoculations, Dosing and *Supplements* to make provisions for the **capturing and reporting of supplements such as Vitamin B and Multi-minerals** per animal.

GAME Module:

- **You can now hide some of the fields and/or windows that you are not using.** Go to Display > Customise Displayed Window Items to setup the fields and windows to your specific needs. See the GAME manual, paragraph "Display options – Main Window and other" for step-by-step instructions.
- **Animal Numbers and Values report:**
 - **Two game specific calculation methods** have been added for large and small game species. Go to Settings > Herds > Reminders > Default Animal Numbers Calculation and select the applicable for each specie (herd).
 - A **separate category "Young Cows"** was created to list cows less than 5 years of age (43-59 months) and have no calves on record in BenguFarm-GAME separately from Breedable Heifers. All female animals of age 60+ months, irrespective of whether they have or not have progeny in BenguFarm-GAME, are not listed as cows.
- **Diary and Management Calendar:** The diary can now display Management Calendar categories with number of animals.
- **Animal Darting Data window:** The **chopper (or game capturer)** involved with the capturing and tranquillizing of animals and **related costs** can now be captured on the Veterinary Visit window.
- **Animal Summary and Auction Catalogue reports:** A multitude of options were added, including:
 - An option to include **only the last horn measurements** instead of all available horn measurements.
 - An option to include a **3-generation pedigree with photos and horn measurements**.
 - An option to include **photos of the animal's parents**.
 - The **Farm's logo**, if selected, is printed BIGGER.
- **DNA Verified Parentage and Bloodlines** window [Animals > DNA Verified Parentage and Bloodlines]:
 - **Bloodline** can now, in addition to parentage, be certified.
 - At bloodlines the type of DNA, **Nuclear or Mitochondrial**, used to determine the bloodline, can be recorded.
- The **Horn Measurement report** can now be printed and exported to different formats. [Reports > Weights, Measurements, Performance Testing and Breeding Values > Horn Measurements].
- A multitude of species, sub-species, bloodlines and colours have been added.
- **Expected calving date calculation:** An option "Calculate Expected Calving Date without Mating Data" has been added at Settings > Herds > Pregnancy and Calving. This option is activated by default in the

GAME module. With this option, the expected calving date is calculated for animals without any matings and/or pregnancy examinations captured in BenguFarm-GAME. See Annexure C of the GAME manual for a description of the calculation methods being used.

- **Possible sire of a calf:** If (a) no matings are captured in the program, (b) the animals are linked to camps and (c) camp movements are captured, the possible sire of a calf can be calculated from the camp movement history. In the Mating Details section of the Calving window, click on the "Bulls in same camp as cow at mating" button to the right of the Bull field. A window will be opened which will list the bull(s) that were in the same camp as the cow during expected time of conception. You can select this bull (or bulls as multi-sire) as the sire of the calf.
- **Calf sex unknown:** If the sex of an calf is not known at the time of capturing the calving in BenguFarm-GAME, select whether the calf is male or female and check the "?" field to the left of the sex field. Animals marked as sex unknown is displayed with a red background on the main window.
- **Sub-specie, bloodline, colour and "split":** The subspecies of some species have been extended and/or changed to bloodlines to be technically more correct. These fields can be captured/changed on the Calving, Animal Add and Edit (Single Animal Layout) and Edit Animal (Table Format) windows.
- **Default Reproduction Values settings:** Minimum, normal and maximum pregnancy periods, Youngest Age at 1st Mating, Rest Period from Calving to Mating and Oestrus Cycle values have been setup for all species.
- **Log of DNA monsters:** Logs can now be kept of when DNA monsters were sent for examination. See the area bottom right of the applicable window. [Data Send/Receive > Send > Unistel / Clinomics DNA Services].
- **Capturing of Procedures on Animal Darting Data window:** Capture procedures such as hooves trimmed, tagging of animal, biopsy taken, etc. can now be captured on the animal darting data window.
- **Selection of Photos for reports:** The user can select the animal photos (maximum 4 photos) that should be printed on the Animal Summary and Auction Catalogue reports.
- **Additional horn measurements:** Additional horn measurements and other traits, for example number of lines at eland, were added for certain species.
- **Horn measurement graph:** Select which traits are displayed on the graph in the Horn Measurement lookup screen on the main window. Click on the hammer and spanner icon to change the traits which are displayed on the graph.
- **Game specific Herd List report:** Go to Reports > Animal Lists and Numbers > Herd List. This is a new layout specific for game breeders which display game applicable fields with the animals.
- **Animal Summary report:** Go to Reports > Animal, Pedigree and Progeny > Animal Summary. Here you can select which data must be printed on the report. This report can come in handy with marketing.
- **Auction Catalogue:** Go to Reports > Purchases, Auctions, Sales and Animals left Herd > Sale Catalogue. The sale catalogue is similar to the Animal Summary report, but has additional options to print your own logo and to add a lot number and remarks to each animal.
- **Animal per Camp report:** Go to Reports > Camps > Animals per Camp. Here you can choose which camps and fields (columns) must be included in the report.
- **Photo Tape:** This function enables the user to "**measure**" or **estimate horn measurements from a photo**, without the need to tranquilize the animal. Go to Other Data > Animal Darting Data > General > Horn and other Measurements > Photo Tape (bottom of window). Click on the help function for step-by-step instructions. See also Annexure B of the GAME manual for important tips on how to use this function.
- **Price paid per inch of horn:** This can now be captured on the Purchase window together with the rest of the purchase related information. It can be viewed on the Animal Data Navigator window as well as on the Purchase report (as part of the remarks).
- **Price paid per inch of horn length:** This can now be captured on the Purchases window together with the rest of the purchase information. It can be viewed on the Animal Data Navigator window as well as on the Purchases report (as part of the remark).
- **Traits to Measure for each Specie:** Go to Settings > Traits per Specie. Here you can select which traits are measured for each species and also specify their sequence.

- **Horn measurements can be captured and displayed in inch, cm or mm.** Go to Settings > Traits per Specie.
- **Buffalo boss measurements:** You can now capture left and right boss measurements.
- **Horn Remarks:** Go to Animals > Animal Add and Edit (Single Animal Layout). Here you can tick the applicable horn remarks under the "Horns" section of the "Remarks" field, for example: Left Horn Broken. These remarks can also be entered on the main window on the Notes lookup screen.

BEEF module:

- **DNA Certified Parentage function:** Users of the BEEF module can now also, using the results of DNA analysis, certify the parents of a calf. [Animals > DNA Verified Parentage and Bloodlines].
- An option was added to print **breeding value indexes** instead of the breeding values itself on the breeding value report. [Reports > Weight, Measurements, Performance Testing and Breeding Values].
- A function was added to **send matings in the correct BreedPlan format** to the applicable breeders society. [Data Send/Receive > Send > BreedPlan > Matings].
- A function was added through which **stud breeders can be reminded to import the latest breeding values from their service provider** into BenguFarm. [Settings > Herds > Reminders > Remind to Download lastest Breeding Values].

SHEEP & GOATS module:

- Provision has been made for the **importation of data from the APR500 microchip reader** distributed by RFID Experts. Data such as lambings, matings, pregnancy, weights, wool data etc. can be captured and imported into BenguFarm with the click of a button. For more information see the SHEEP & GOATS manual, Annexure C [Data Send/Receive > Receive > RFID Experts APR500 Reader].
- A new window was developed to **reassign microchip numbers (E-tags)**, where microchip numbers are reassigned to a new animal when an animal leaves the farm. [Animals > Reassign Microchip Number to Different Animal].
- Provision has been made to **enter the number of foetuses** on the Lambs and Ewes for **Pregnancy Examination (recording list)** report. The number of foetuses can then also be captured as part of pregnancy examination information [Reproduction > Pregnancy Examinations].
- In a scenario where the period pregnant is not supplied during pregnancy examination but the **Cycle** (the 1st, 2nd or 3rd oestrous cycle in the mating season in which the ewe became pregnant), the cycle **is used to calculate the earliest expected lambing date of the ewe.** The cycle is diaplayed amongst other places on the Matings and Pregnancies report as well as the Young Ewes and Ewes Near Lambing report. [Reports > Matings, Pregnancies & Lambings > Matings and Pregnancies]
- **"# Foetuses"** was added to and the layout of the **Matings & Pregnancies report** was changed. [Reports > Matings, Pregnancies & Lambings> Matings and Pregnancies].
- Provision was made to record **conformation and wool scores on the Fibre Field Card** (recording list).
- The **Döhne Merino Classing List** was updated to the latest requirements of the Döhne Merino Breeders Society.
- A function **"Create Linear Scores File"** was added to the bottom of the Wool Data for Performance Testing window to be able to **send conformation and wool scores to a services provider or relevant breeders society.**
- A **Performance Test Results report** (with corrected weights, ADAs and indexes) was added. [Reports > Weights, Measurements, Performance Testings and Breedings Values > Performance Test Results].

PIGS module:

For all practical purposes the pigs module was in large developed since the last official update of BenguFarm. Clients using the PIGS module were continuously kept up to date with new developments and thus the list of additions and improvements will not be discussed in detail in this Newsletter.