

Introduction

The Drought and Supplementary Feed calculator is the next generation of the Drought Feed Calculator. It is available on Android and Apple devices as well on NSW DPI's website. In addition to calculating cost effective drought feeding rations, the app:

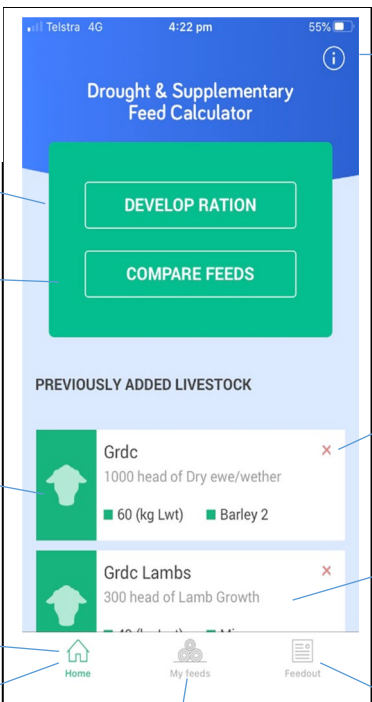
- calculates supplementary feed requirements based on intuitive pasture inputs.
- contains a memory to save and clone mobs.
- has a 'My Feeds Database' alongside the DPI Feeds database.
- provides a basic feed inventory to keep track of allocated feeds.
- calculates auger timings and feed quantities for the development of feed mixes and feed-out activities.
- enables the user to export handy feed reports via text or email.

Visit NSW DPI Agriculture YouTube channel to see seven 'how to' videos

<https://www.youtube.com/playlist?list=PL4zlvcUKKUmVvNFDnBOFzTdWPLCAsRbvU>

Upon opening the App for the first time, the user will progress through three introductory screens which lead to the '**Home**' page. The Home page is the starting point for all tasks.

Home page descriptor (including previously saved mobs/herds)



Information
About: App Development
Must read: A range of warnings and user advice
Pasture guide: Information to guide pasture inputs

This is to develop and select a drought or supplementary feed ration for a mob/herd

This is to compare the feed quality of a range of feeds

Select to see/edit or clone the details of an existing mob or herd

To delete a mob, select the **X** then confirm selection

Many saved mobs can be displayed, scroll down the page to see all

A green icon indicates the current screen.

Home to develop ration or compare feeds

My feeds to see saved feeds and enter a feed test

Feedout to see feed amounts for each mob or herd

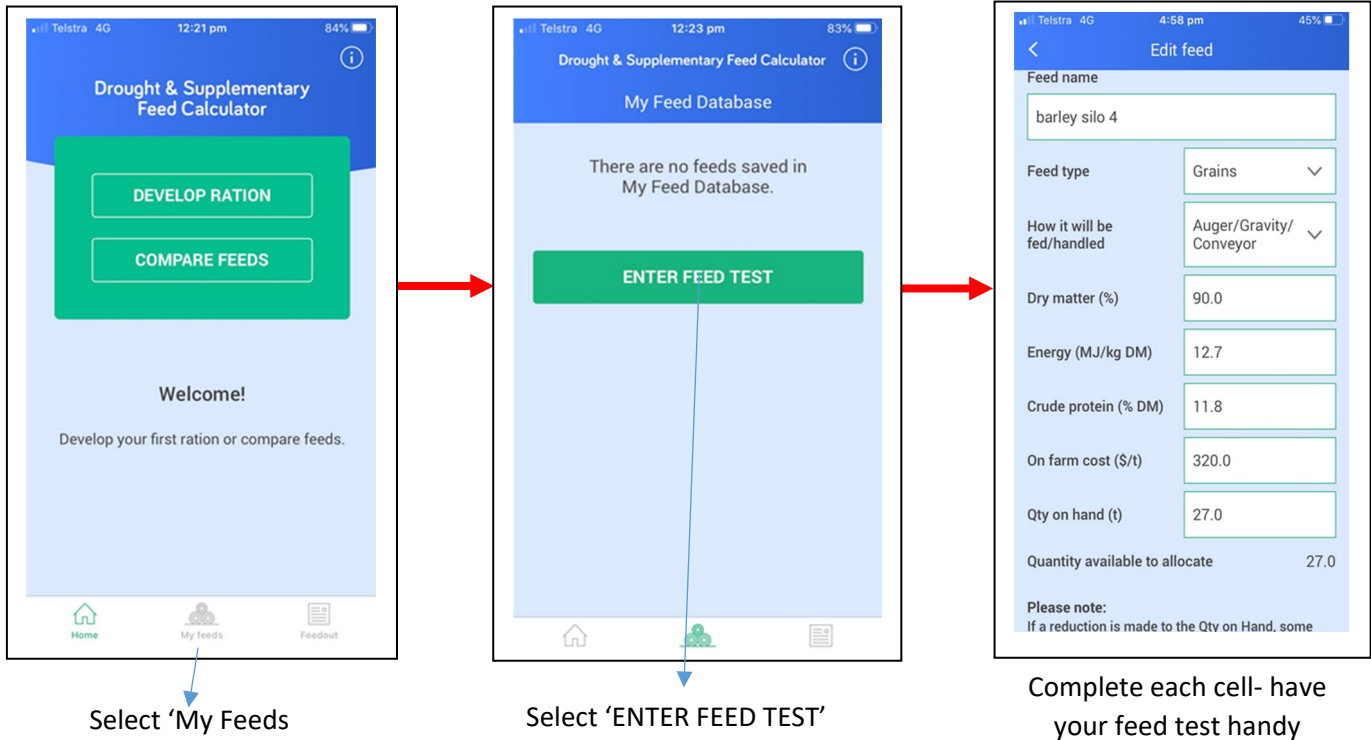
The user starts by either:

1. Entering feeds from a feed test into the 'My Feeds Database'.
2. Comparing the feed quality of different feeds, or
3. Developing and selecting a drought or supplementary feed ration for a mob or herd

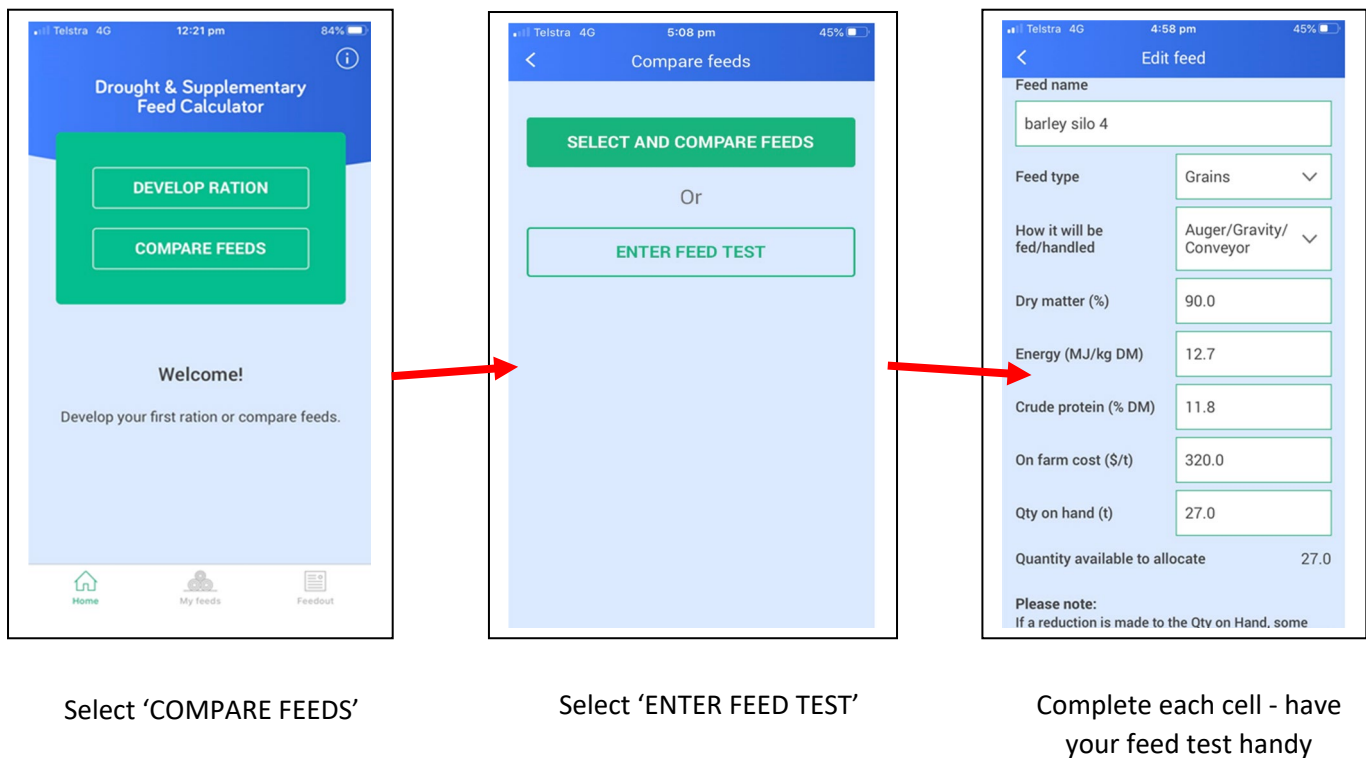
1. Enter a feed test into 'My feeds Database'

This can be done two ways:

1. Select the '**My feeds**' icon at the bottom of home page.



2. Or select **COMPARE FEEDS** on Home page



Enter Feed Test Results

- Feed Name: Enter a meaningful name to describe the feed and where it is housed ie barley silo 1.

Note: two feeds cannot have the same name. A pop-up will appear '*Name already in use, please select another*'. This may occur if you have selected a name already used in the 'DPI database' or 'My feeds database'.

- Feed Type: – select the most appropriate category. Note: you may need to scroll down the screen to see all categories listed.
- How it will be fed/handled: – This is used when calculating a mix and when feeding out.
- Enter Dry matter %, Energy and Crude Protein from test result: The App calculates feed quantities according to the energy and dry matter content. The protein will be displayed when comparing the value of each feed and if developing a mixed ration.

Note: To include a mineral concentrate or some other additive, enter the cost per tonne landed, Qty on hand and the dry matter %. Enter Zero if there is no energy or protein.

- On farm cost: – this is the overall cost landed on farm and for home grown feed, it should be the current value as if it was to be sold on farm.
- Qty on Hand: – This is your starting amount, it will not change unless you overwrite it later
- select **Save**
- Quantity available to allocate: - this output will only be displayed once a feed has been saved to **My feeds**. It is the amount available which has not already been allocated to a mob or herd. This is not a running inventory and will not tell you how much you have on hand on any particular day.

To see the quantity available, select '**My feeds**' on the home page, then select the appropriate feed (scroll down the page if needed) then the little **green pencil** to see all data. This option also enables you to edit or delete a feed by scrolling to the bottom of page.

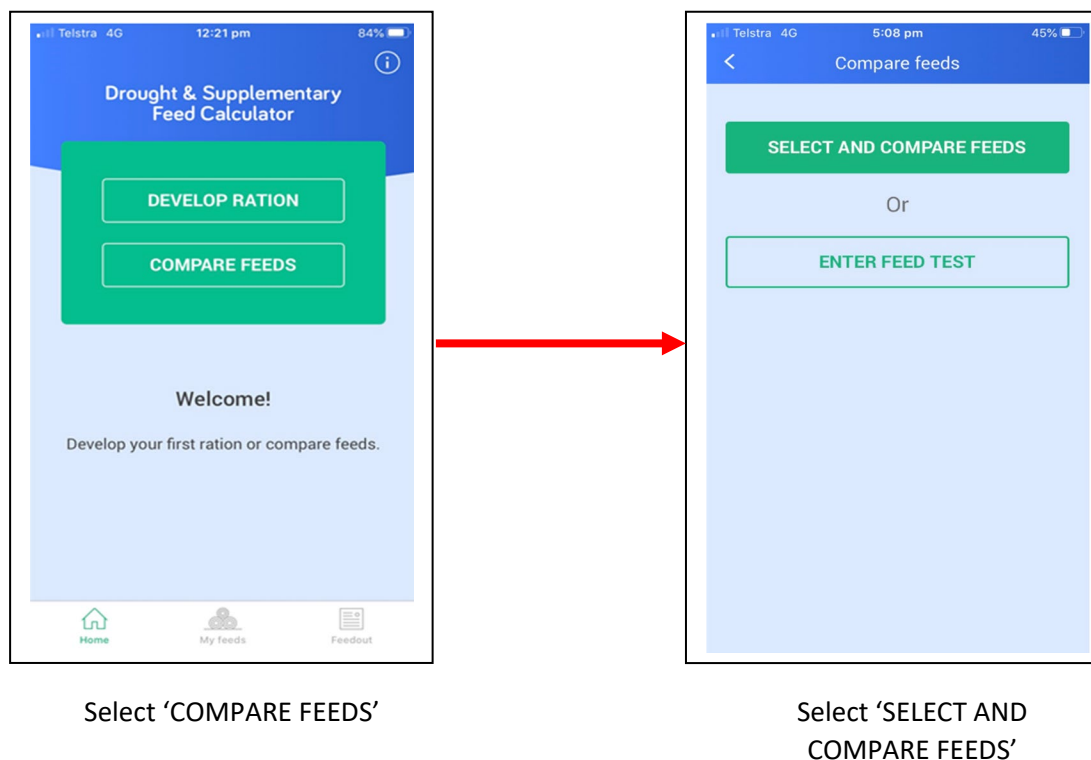


2. Comparing the feed quality of different feeds

The user can quickly assess different feeds according to the cost of the energy and protein they contain. The 'COMPARE FEEDS' option allows a quick assessment of different feeds according to the cost of the energy and protein they contain.

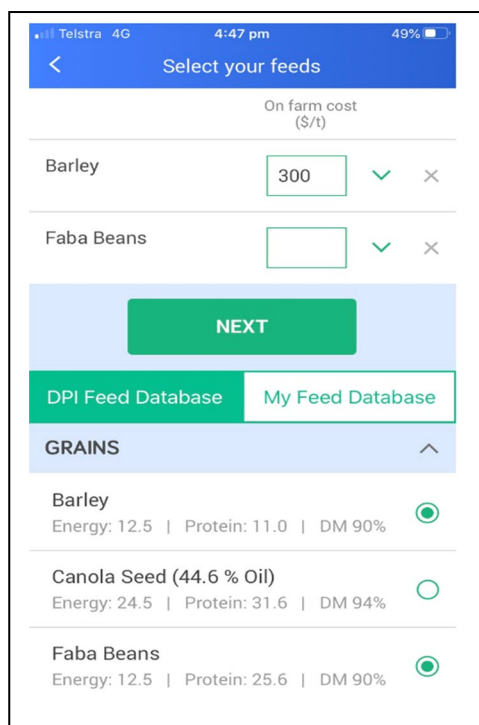
Note: This option does not provide outputs associated with livestock - to do this go to page 6 of this document to see '**Developing and selecting a drought or supplementary feed ration for a mob/herd**'.

- Select **COMPARE FEEDS** on the home page then **SELECT AND COMPARE FEEDS**.



- Choose and select feeds to be compared by tapping each feed, from either or both the DPI database and the My Feed Database.
- Each feed selected will populate the top of the screen. Scroll up the screen to see final selections.
- Up to five feeds can be selected at once.
- Enter 'On farm cost' if not already populated.

- Press **NEXT** to progress to the compare screen



On farm cost (\$/t)

Barley 300 ✓ ✕

Faba Beans ✓ ✕

NEXT

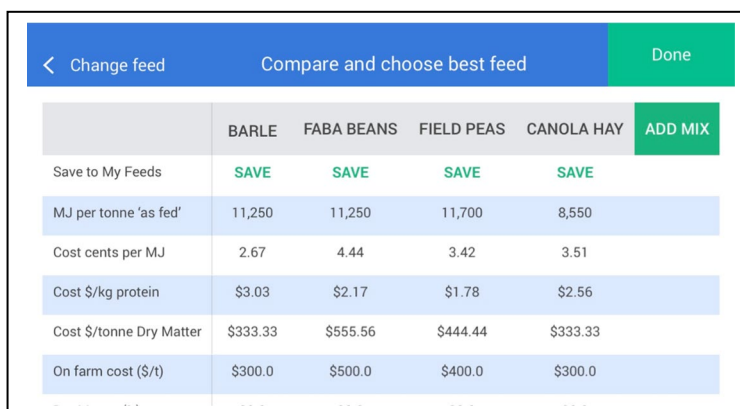
DPI Feed Database My Feed Database

GRAINS ^

Barley
Energy: 12.5 | Protein: 11.0 | DM 90% ☒

Canola Seed (44.6 % Oil)
Energy: 24.5 | Protein: 31.6 | DM 94% ☐

Faba Beans
Energy: 12.5 | Protein: 25.6 | DM 90% ☒



	BARLE	FABA BEANS	FIELD PEAS	CANOLA HAY	ADD MIX
Save to My Feeds	SAVE	SAVE	SAVE	SAVE	
MJ per tonne 'as fed'	11,250	11,250	11,700	8,550	
Cost cents per MJ	2.67	4.44	3.42	3.51	
Cost \$/kg protein	\$3.03	\$2.17	\$1.78	\$2.56	
Cost \$/tonne Dry Matter	\$333.33	\$555.56	\$444.44	\$333.33	
On farm cost (\$/t)	\$300.0	\$500.0	\$400.0	\$300.0	

Scroll down and across the table to see all outputs.

To develop a mix

- Select **ADD MIX** at top right of table.



Create mix

Barley 60% as fed ☒

Faba Beans 10% as fed ☒

Field Peas 5% as fed ☒

Canola hay 25% as fed ☒

MIX RESULTS

Energy (MJ/kg DM) 11.78

Crude Protein (% DM) 13.66

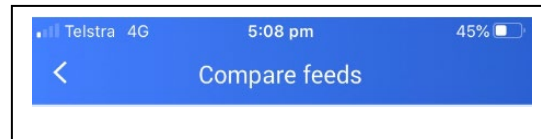
CONFIRM

When a mix is selected, it will be saved with the mob/herd details but

- Slide to adjust the percentage % of each feed component on a 'as fed' basis.
- After each selection, touch the padlock to lock the slide.
- Scroll down to see the combined energy and protein of the mix and cost per MJ of energy and protein.
- Select **CONFIRM** to return to compare feeds table.
- Scroll across and up and down the table to see all feeds and the mix.
- Select **Save** or **Done** to return to the **Compare feeds** screen.

NOTE: The **SAVE** option is to allow a feed from the DPI Feed Database to be saved to the 'My Feed Database', for use when developing a ration. You will be asked to rename and classify how it will be fed/handled and input the quantity on hand. A mix cannot be saved as it is made up of individual components already saved.

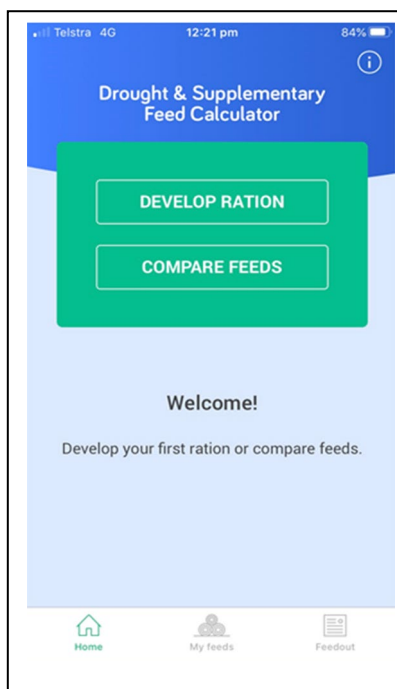
- Select the small arrow in the top left of screen to return to the home page.



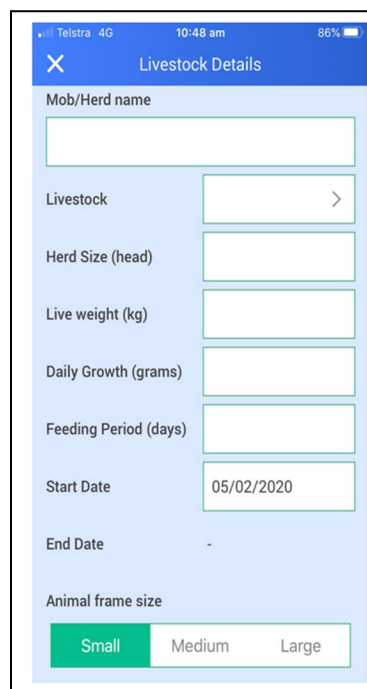
3. Develop and select a drought or supplementary feed ration for a mob or herd.

The process for developing a ration involves entering details about the livestock, with or without pasture, choosing a single or mix of supplements, calculating feed-out and reviewing the summary.

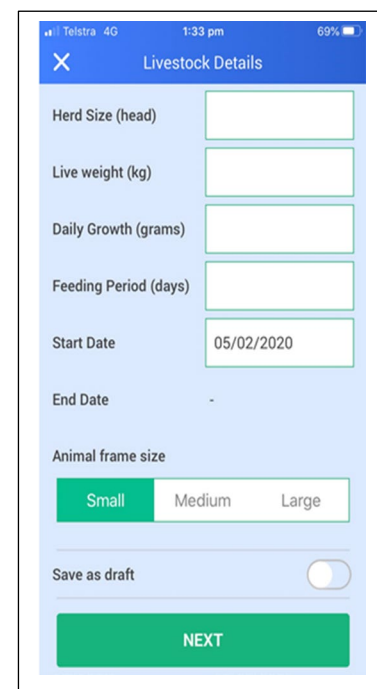
- Select **DEVELOP RATION** on the home page.
- Enter Livestock details
- Scroll down phone screen to enter all inputs and press NEXT



Select 'DEVELOP RATION'



Complete each cell



Select 'NEXT'

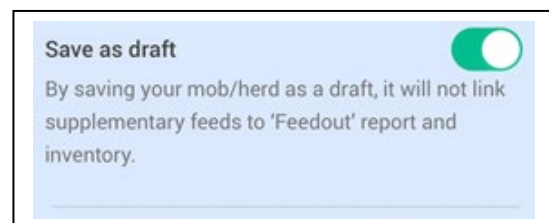
Livestock details

- Enter name of Mob or herd.
- Select livestock class. There is a range for both sheep and cattle including a category for Cattle or Lamb growth.
- Enter the number of animals in the mob or herd.
- Enter the average liveweight of animals in the mob or herd. The liveweight is used to calculate the amount of feed required and the amount of pasture consumed (if available). Accurate weights help prevent over or underfeeding. In full drought feeding circumstances if some weight loss is acceptable, enter the desired minimum liveweight which will result in gradual weight loss until the desired weight is achieved.
- Enter Daily Growth. This will appear when 'Cattle or Lamb growth' has been selected.

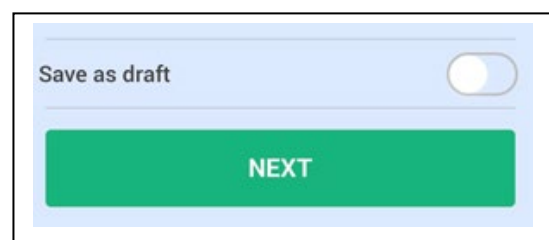
Note: It is important to set realistic daily growth targets (based on experience and advice) in combination with suitable feed selections. While the App provides some warnings when selecting feeds suitable to achieve growth targets, there are a range of variables impacting on liveweight gain. It is advisable to seek further information regarding lamb and beef feedlotting.

https://www.dpi.nsw.gov.au/_data/assets/pdf_file/0020/193313/Feedlotting-lambs.pdf
<https://www.dpi.nsw.gov.au/animals-and-livestock/beef-cattle/feed/lotfeeding>

- Set feeding period. For all livestock categories (other than for dry animals) a pop-up warning will appear when the feed period selected is longer than 30 or 60 days (depending on the livestock category selected). The pop-up will give the user the opportunity to adjust the length of feed period or to continue as is.
- The Start Date will be prepopulated using today's date and can be overwritten as required. The finish date will automatically be recalculated.
- Animal Frame Size: Select an animal frame size which best matches the growth potential of your livestock. Use the frame size of parents as an indicator for young growing animals.
- Save as draft. This option allows you to save the details of a mob/herd without the feed quantity being accounted for in the feed inventory or feeding details listed in the feed-out summary report. Saved drafts will be displayed on the [Home](#) page.

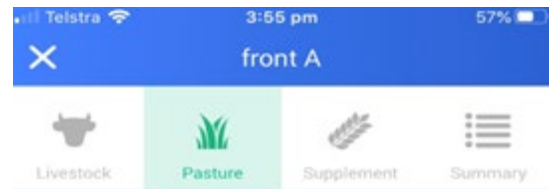


To make a mob/herd active, select **'Show saved drafts'** on the **'Home'** page, then select **'view/edit'** then scroll to bottom of screen and *'turn off'* the **'Save as draft'**.



Note: The livestock page can be a source of calculation error due to incorrect figures being mistakenly entered. If receiving weird outputs from the App, this is the first place to check.

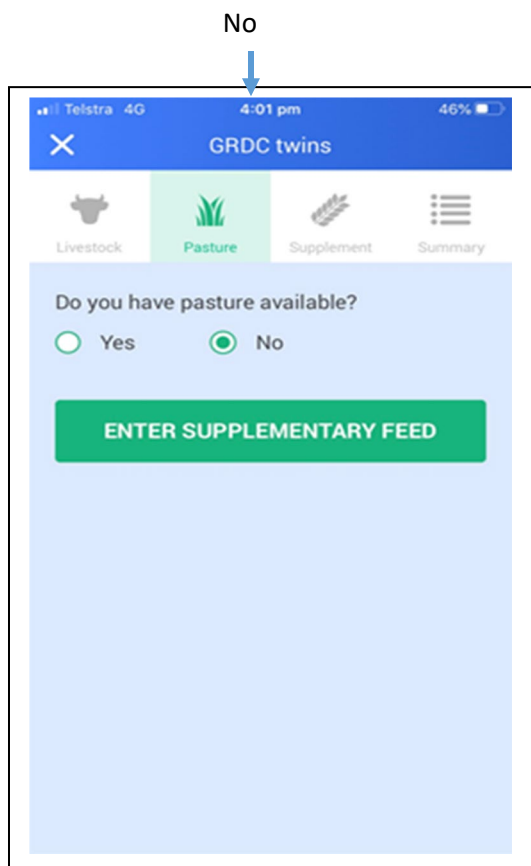
- Select **NEXT** and progress to **Pasture** details.
- (Note: Four major activity icons at top of screen will appear - Livestock, Pasture, Supplement and Summary. They indicate the sequence of inputs and can be used to navigate back and forwards between activities.



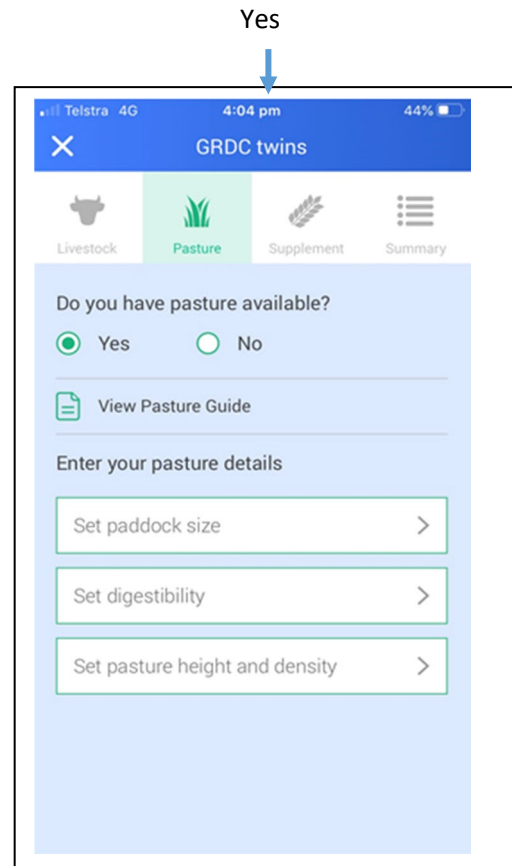
Pasture Details

- Do you have pasture available - **yes or no?**

No



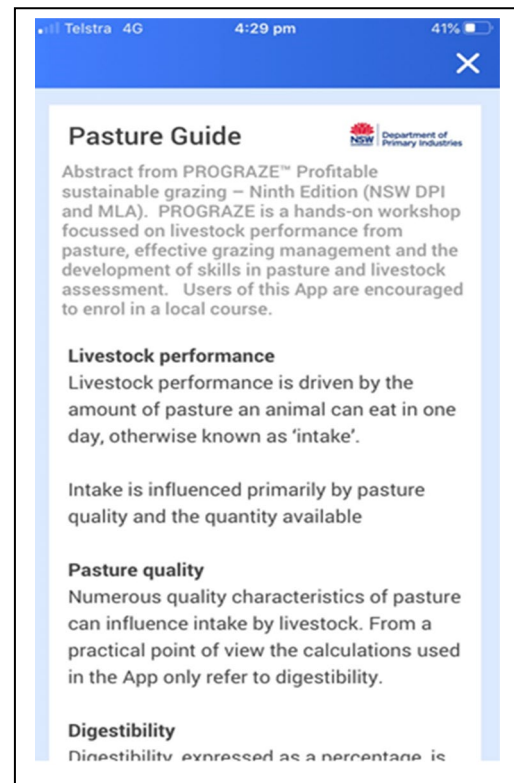
Yes



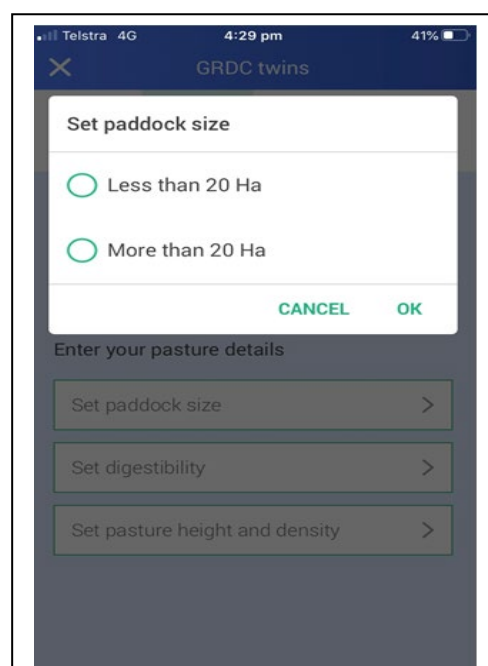
- If no, select **ENTER SUPPLEMENTARY FEED** to progress directly to Supplement - **go to page 11**.

If yes, select **View Pasture guide**. This is an important explanation of livestock performance on pasture and how it relates to the pasture inputs in the app.

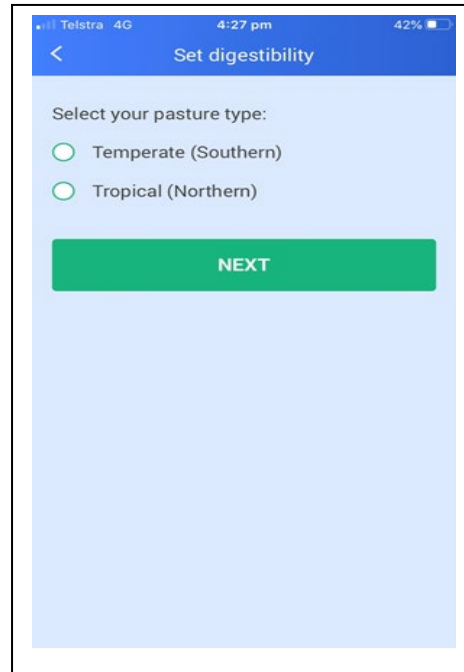
Scroll down the page and when finished tap the 'X' in the top right of screen to close.



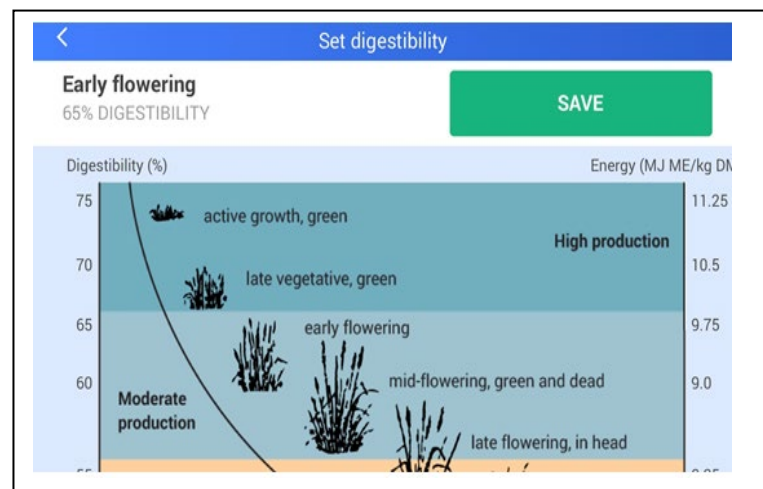
- Set paddock size – Less than or more than 20ha?** This is to account for the energy used by the animal when grazing. In some instances when paddock sizes are greater than 20ha and stock are not having to travel far from water to access feed, it may be more sensible to select a paddock size less than 20Ha.



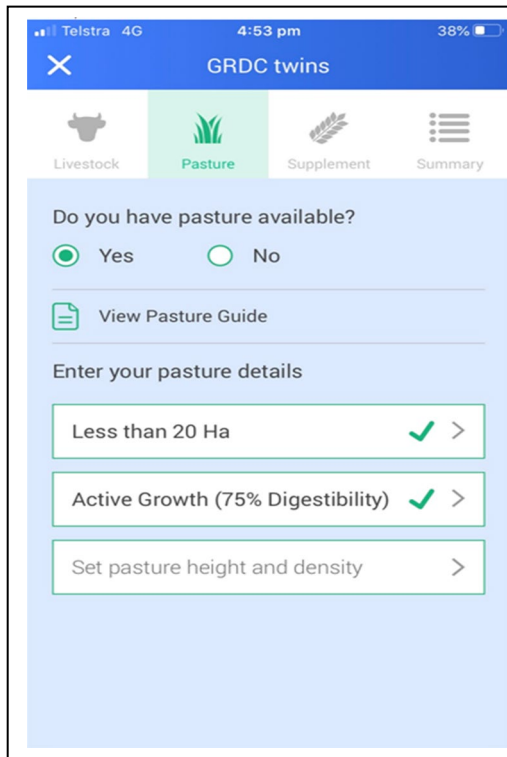
- **Set digestibility of the pasture** - This is an important input as it is used in the calculation of livestock intake and performance.
 - Select **Temperate** or **Tropical** pasture. As a general rule temperate pastures are more common in winter rainfall regions and tropical in summer rainfall regions. The difference being, the digestibility of tropical pasture is usually 10% below temperate at the same stage of plant growth.



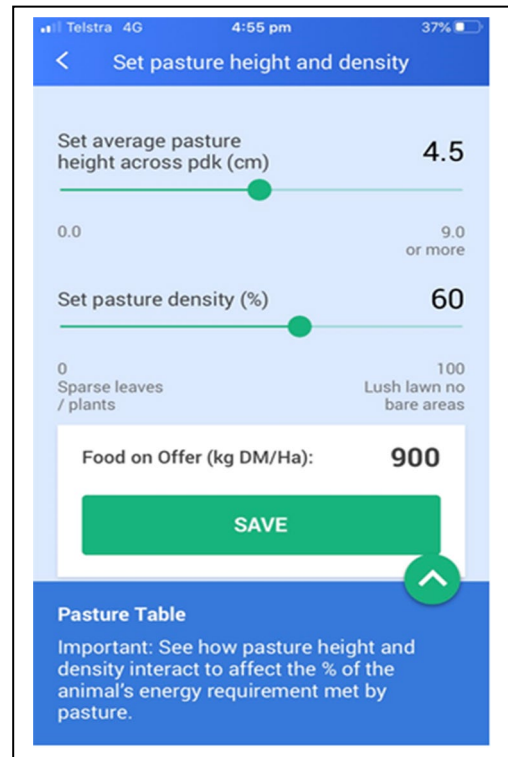
- Tap the pasture growth diagram on the graph which best depicts the growth stage of the pasture being grazed. This will select the digestibility of the pasture. Scroll down the graph as required. Once the selection is made tap **SAVE**.



- When the 'SAVE' button is pressed, the user will be returned to the pasture page.



The screenshot shows the 'GRDC twins' app main menu. At the top, there's a blue header with a close button (X) and the title 'GRDC twins'. Below the header are four icons: a cow for 'Livestock', a green grass icon for 'Pasture' (which is highlighted), a wheat stalk for 'Supplement', and a list icon for 'Summary'. The 'Pasture' section is active, showing a question 'Do you have pasture available?' with 'Yes' selected. Below this is a 'View Pasture Guide' link. Further down, under 'Enter your pasture details', there are three input fields: 'Less than 20 Ha' with a green checkmark, 'Active Growth (75% Digestibility)' with a green checkmark, and 'Set pasture height and density' with a right arrow.



The screenshot shows the 'Set pasture height and density' screen. It has a blue header with a back arrow and the title 'Set pasture height and density'. The first section is 'Set average pasture height across pdk (cm)' with a slider set to 4.5, ranging from 0.0 to 9.0 or more. The second section is 'Set pasture density (%)' with a slider set to 60, ranging from 0 (Sparse leaves / plants) to 100 (Lush lawn no bare areas). Below the sliders, it shows 'Food on Offer (kg DM/Ha): 900' and a green 'SAVE' button. At the bottom, there's a blue section titled 'Pasture Table' with a green up arrow icon, containing the text: 'Important: See how pasture height and density interact to affect the % of the animal's energy requirement met by pasture.'

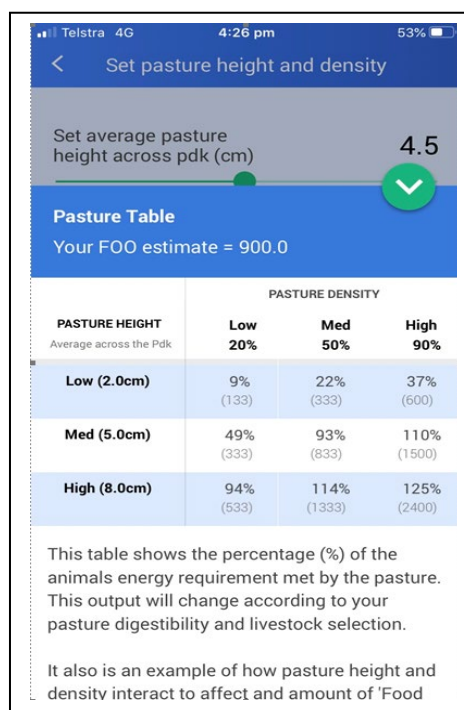
- **Set pasture height and density.** Pasture height and density work together to form the amount of 'Food on offer' commonly known as FOO (kg DM/Ha).
 - **Set average pasture height across paddock (cm).** Use the slider to set height between 0.5 cm and 9 cm high. Pasture heights greater than 9 cm have minimal impact on livestock intake. Pasture height is likely to vary across the paddock and while animals may perform slightly better on the taller pasture, using an average height across the paddock provides a more realistic assessment over time.
 - **Set pasture density %.** Use the slider to set density between 10% (sparse leaves/plants) and 100% (lush pasture with tightly grouped leaves and plants)
 - Observe how FOO changes as height and density change.

Note: Pasture table



Tap the  below the **SAVE** button to see the Pasture Table showing how height and density interact to meet the animal's energy needs. The table updates as pasture digestibility and livestock selections change.

The aim of the table is to display the range in results for different height and density selections. As a general rule, when pasture digestibility is high, small changes in pasture height and density can have large impacts on livestock performance. When pasture digestibility is low, small changes in height and density can have little effect.



Set average pasture height across pdk (cm) 4.5

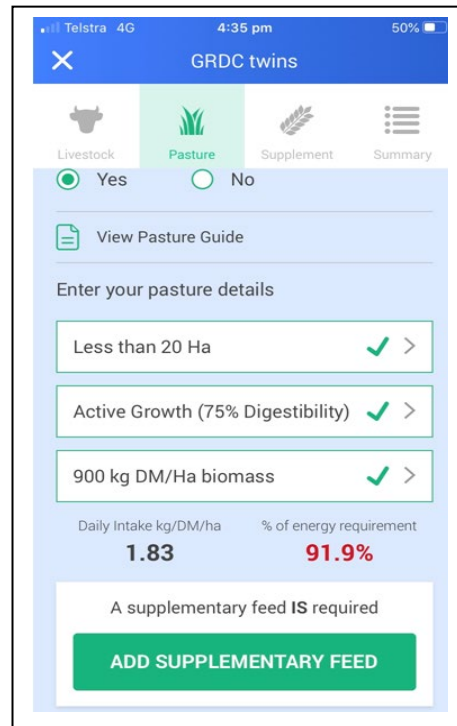
Pasture Table
Your FOO estimate = 900.0

PASTURE HEIGHT Average across the Pdk	PASTURE DENSITY		
	Low 20%	Med 50%	High 90%
Low (2.0cm)	9% (133)	22% (333)	37% (600)
Med (5.0cm)	49% (333)	93% (833)	110% (1500)
High (8.0cm)	94% (533)	114% (1333)	125% (2400)

This table shows the percentage (%) of the animals energy requirement met by the pasture. This output will change according to your pasture digestibility and livestock selection.

It also is an example of how pasture height and density interact to affect and amount of 'Food

- When the percentage is great than 100%, the animal will be gaining weight. When it is below 100% it will be losing weight and may require supplementation.
- When finished looking at the pasture table, simply touch the  to return to the set height and density page.
- Select save and return to the pasture page.

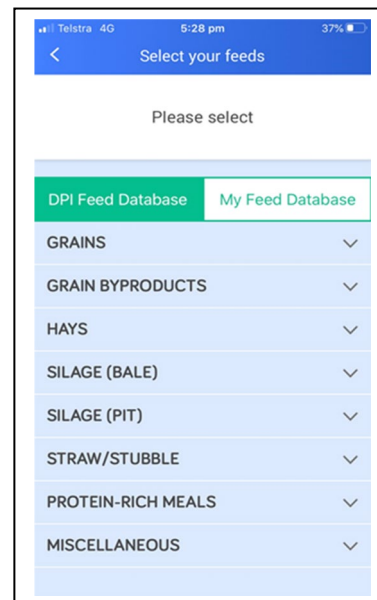
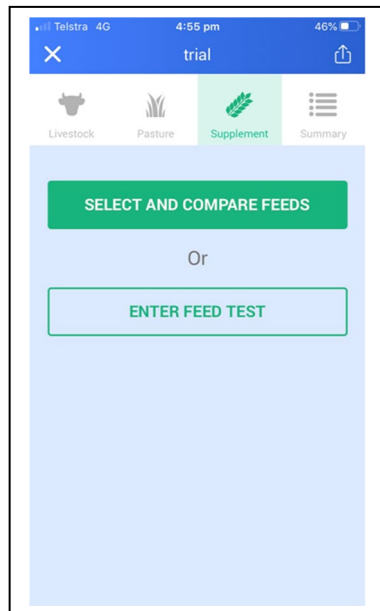


- With all the pasture inputs entered three outputs will be displayed:
 - Daily intake (kg/DM/Hd)
 - % of energy requirement.
 - **ADD SUPPLEMENTARY FEED** or **RETURN TO START**.

In this case a supplement is required as the pasture is only meeting 92% of the animal's needs. If pasture was sufficient it would say **return to start** which would take user back to the home page.

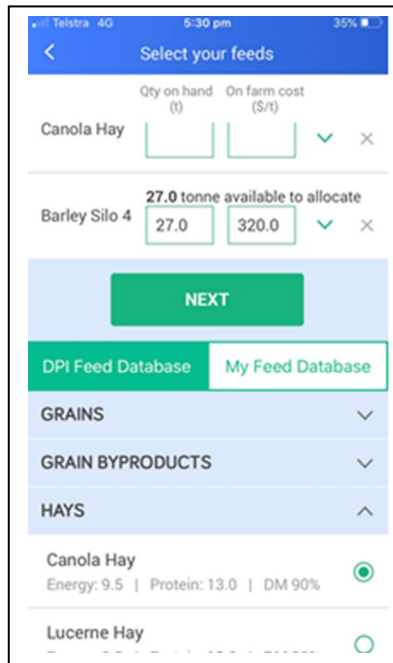
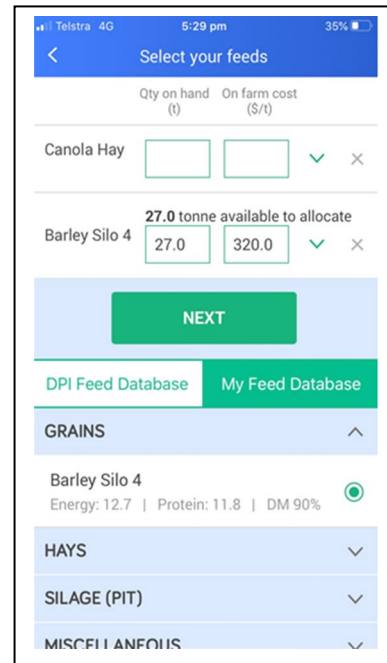
Supplement details

This step enables the comparison of up to five supplements and the selection of a single feed or development of a mixed ration made from up to five feeds.

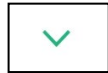


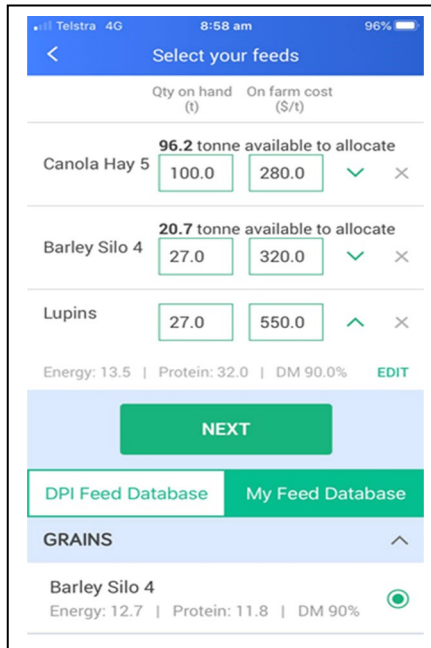
SELECT AND COMPARE FEEDS or ENTER FEED TEST. This section provides another pathway to enter a feed test. For instructions on how to do this go to page 2.

- **SELECT AND COMPARE FEEDS**
- Select **DPI Feed Database** or **My Feed Database**. There is the option to select feeds from either or both databases.
- The DPI database contains 71 different feeds listed under eight categories.
- My Feed database will list feeds previously saved via 'ENTER FEED TEST' or following a previous mob/herd ration development.
- Select the appropriate feed category then choose a feed.
- Up to five feeds can be selected.

Note: Canola Hay was selected from the DPI Feed Database and subsequently did not contain a Qty on Hand (t) or cost \$/t (value). The **Barley Silo 4**, however, was selected from My Feed Database with the figures previously populated with 27(t) on Hand at a cost \$320/t landed on farm.

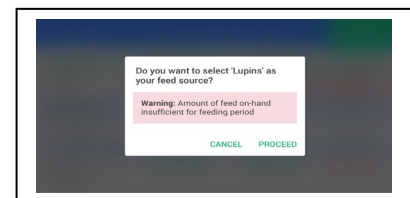
- Scroll to the top of screen once all selections have been made.
- Enter '**Quantity on hand**' (if not already populated). This could be what you actually have on farm or the amount you expect to have delivered. This figure is used to help you keep track of what feed you have available to feed other mobs. You can leave it blank if you do not wish to do this.
- Enter '**On farm cost**'. This include the cost of transport. If produced on farm, then enter is value of farm is sold today.
- Beside each feed, there is a little drop-down arrow  to display the energy and protein content and to allow editing.
- There is also an '**X**' enabling the removal of a feed selection.
- Once happy with the selections press **NEXT** to progress to the compare screen.



Change feed	Compare and choose best feed			Add mix
Choose feed	☐ Canola hay 5	☐ barley silo 4	☐ Lupins	
Warnings	2	1	1	
Daily amount 'as fed' (kg/hd/day)	0.23	0.17	0.16	
Cost/hd/day (\$)	\$0.06	\$0.05	\$0.09	
Cost/hd for period (\$)	\$1.93	\$1.61	\$2.59	
Total feed amount for period 'as fed' (Tonnes)	13.78 (+82.42)	10.06 (+10.64)	9.42 (-1.42)	

Compare and choose best feed (single feed)

- The table allows you to compare up to five feeds and to develop a mix of feeds.
- Flip the phone sideways to see the chosen feeds.
- To see all details, scroll down and sideways.
- The first-row lists feed warnings. Simply touch to see the detail.



- The sixth row down displays the feed amount required for the period. Figures are either green or red. Green signifies enough is available and red signifies a shortage. The figure outside the bracket is the amount needed for the mob/herd and the figure inside the bracket is the amount remaining to allocate to another mob or the shortfall indicating more is needed.
- To choose a single feed, simply touch the round circle next to the feed heading, **confirm selection** then follow prompts.

Note: If the quantity of feed is insufficient, one option is to go back to the previous screen (before making a feed selection) and increase the quantity on hand by editing the feed (any change will be saved), or simply select another feed from 'My feeds Database'. Another option is to develop a 'MIX' by selecting **"Add Mix"** in the top right of screen.

- Feeds not previously saved will be saved to **'My Feed Database'**

Compare and choose best feed (mixed ration)

- To make a mix, select **Add mix** (top right corner of compare table).

< Change feed	Compare and choose best feed			Add mix
Choose feed	☐ Canola hay 5	☐ barley silo 4	☐ Lupins	
Warnings	2	1	1	
Daily amount 'as fed' (kg/hd/day)	0.23	0.17	0.16	
Cost/hd/day (\$)	\$0.06	\$0.05	\$0.09	
Cost/hd for period (\$)	\$1.93	\$1.61	\$2.59	
Total feed amount for period 'as fed' (Tonnes)	13.78 (+82.42)	10.06 (+10.64)	9.42 (-1.42)	

- Slide to adjust the percentage % of each feed component (as fed). See the energy and protein in the mix change as the % of ingredients change.
- After each selection, touch the padlock to lock the slide.

Create mix

Canola hay 5

10% as fed

barley silo 4

60% as fed

Lupins

30% as fed

MIX RESULTS

Energy (MJ/kg DM)	12.62
Crude Protein (% DM)	17.98
Cost cents per MJ	3.39
Cost \$/ka protein	2.38

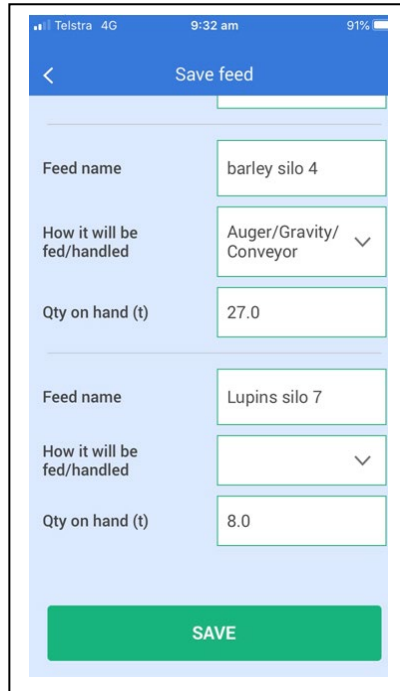
CONFIRM

When a mix is selected, it will be saved with the mob/herd details but not in **My Feed Database**.

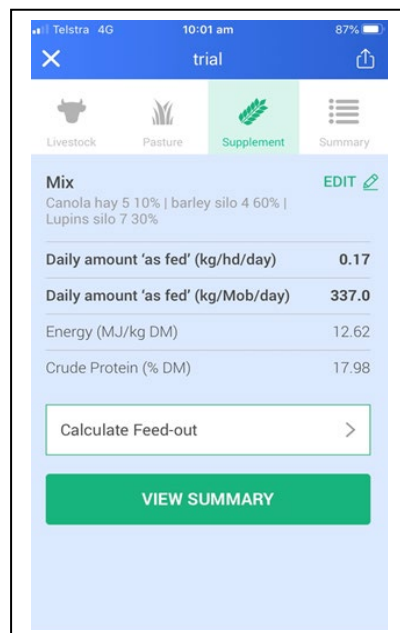
< Change feed	Compare and choose best feed			Change mix
Choose feed	☒ Canola hay 5	☐ barley silo 4	☐ Lupins	☐ Mix
Warnings	1	1	None	
Daily amount 'as fed' (kg/hd/day)	0.17	0.16	0.17	
Cost/hd/day (\$)	\$0.05	\$0.09	\$0.06	
Cost/hd for period (\$)	\$1.61	\$2.59	\$1.95	
Total feed amount for period 'as fed' (Tonnes)	10.06 (+10.64)	9.42 (-1.42)	Canola hay 5 1.01 (+95.19)	

- Scroll down to see the combined energy and protein of the mix and cost.
- Select **CONFIRM** to return to compare feeds table.
- Scroll across and down to see all feed details of the mix.
- Select mix by touching the little green circle next to the feed heading.

NOTE: When a feed is chosen from the **DPI feeds database** it will need to be renamed and categorised as how it will be fed/handled before being saved to the 'My Feed Database'. A mix will not be saved as separate feed as the components are saved separately. The details of the mix will be saved with the mob/herd details.

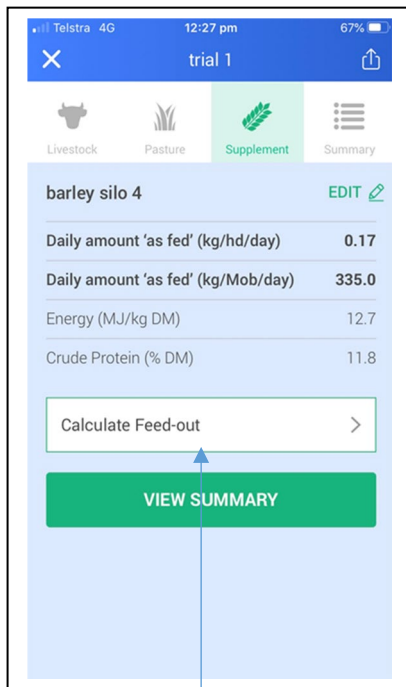


- Following a feed selection, the feed quantities for an individual or mixed ration will be displayed.

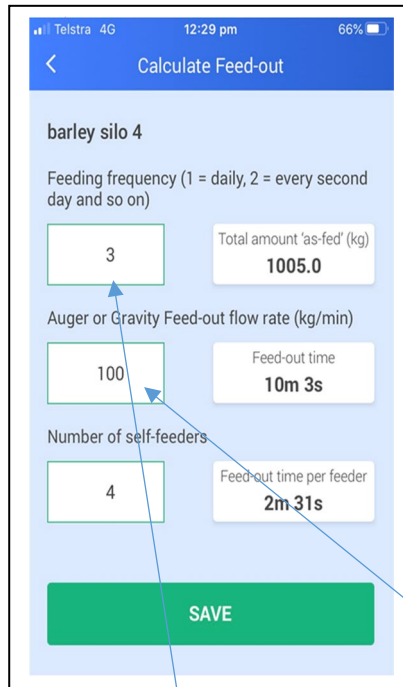


- Daily feed amount per head and per mob is displayed.
- Towards the top right of screen **EDIT**  enables feeds and details to be changed.
- In the dark blue section at the top of screen, there is a little icon on the right-hand side to enable the 'Supplement' screen to be exported via text or email and on the left a 'X' to close the 'mob/herd' details taking the user back to the 'Home' page.
- Towards the bottom of screen is a drop-down box option to 'Calculate Feed-out'

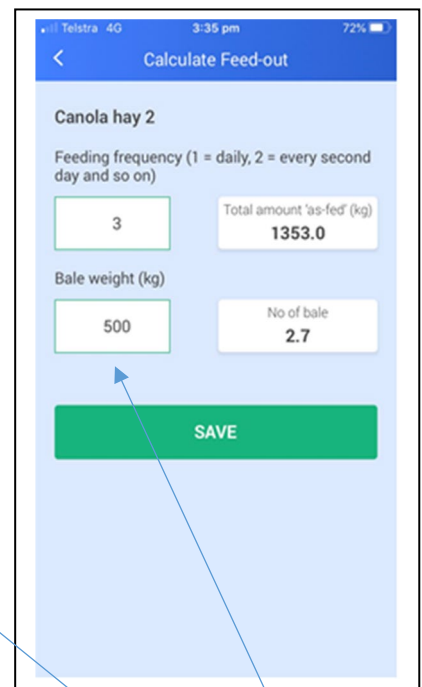
Calculate Feed-out (single feed)



Select Calculate Feed-out

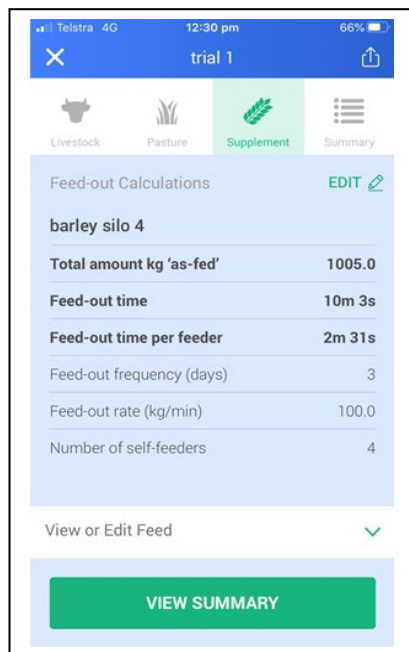


Enter feeding frequency

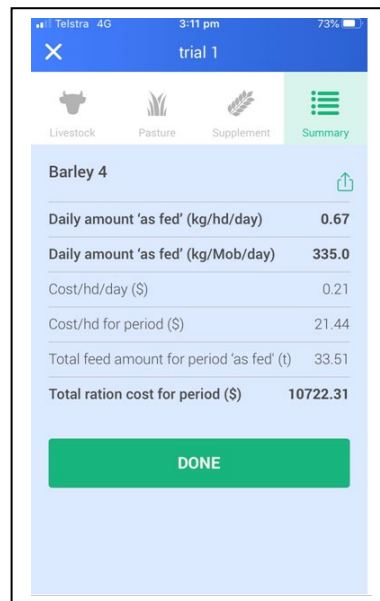


Enter flow rate, bale weight or bucket/grab weight

- Enter the feeding frequency in days (1=daily, 2= every second day and so on).
- Enter the '**Auger/gravity flow rate (kg/min)**', or the '**bale weight**' or the '**bucket/grab weight**'. This is to calculate the feed-out time when trail feeding, when filling a feed trough, putting a metered amount in each self-feeder, or to calculate how many bales or grabs/buckets to feed-out.
- The '**Supplement**' screen will now display all the '**feed-out**' calculations.

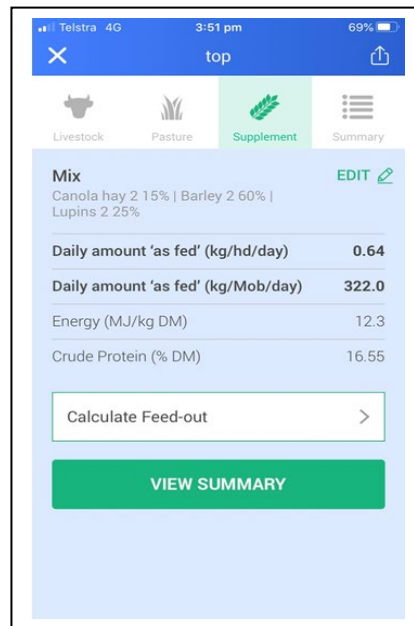


- Towards the top right of screen  enables these calculations to be changed.
- In the dark blue section at the very top right of screen, there is a little icon  to enable the 'Supplement' screen to be exported via text or email.
- At the top left of the screen a  enables you to close the 'mob/herd' details taking the user back to the 'Home' page.
- To make changes to the actual feeds, scroll down the screen and select '**View and edit Feed**'.
- Or scroll to bottom and select **VIEW SUMMARY** to view amounts and costings.



Note, grain self-feeders are generally not suitable for feeding maintenance rations as it is difficult to control how much each animal will consume.

Calculate Feed-out (mixed ration)



Mix EDIT

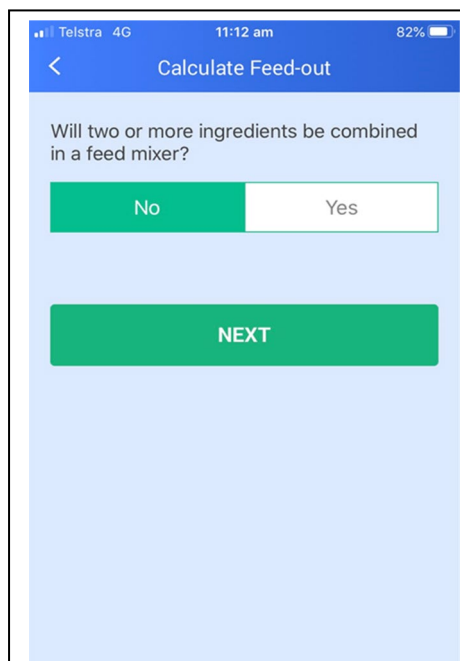
Canola hay 2.15% | Barley 2.60% | Lupins 2.25%

Daily amount 'as fed' (kg/hd/day)	0.64
Daily amount 'as fed' (kg/Mob/day)	322.0
Energy (MJ/kg DM)	12.3
Crude Protein (% DM)	16.55

Calculate Feed-out >

VIEW SUMMARY

- When two or more feeds have been selected a screen will ask - Will two or more ingredients be combined in a feed mixer – **Yes or No?**
- If Yes – choose the feeds to be combined and press **NEXT**
- If no – press **NEXT**

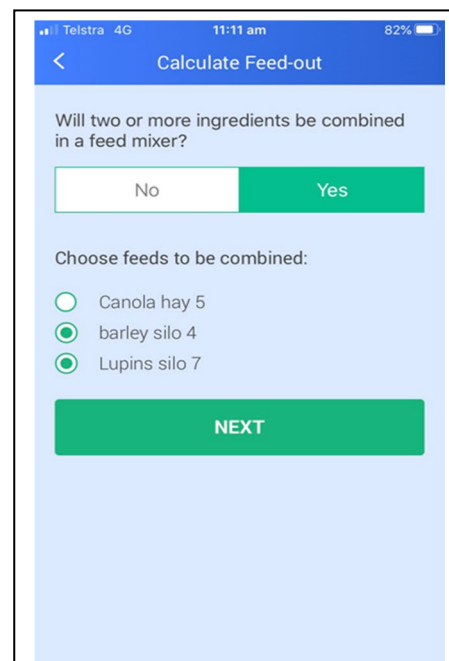


< Calculate Feed-out

Will two or more ingredients be combined in a feed mixer?

No Yes

NEXT



< Calculate Feed-out

Will two or more ingredients be combined in a feed mixer?

No Yes

Choose feeds to be combined:

☐ Canola hay 5

☒ barley silo 4

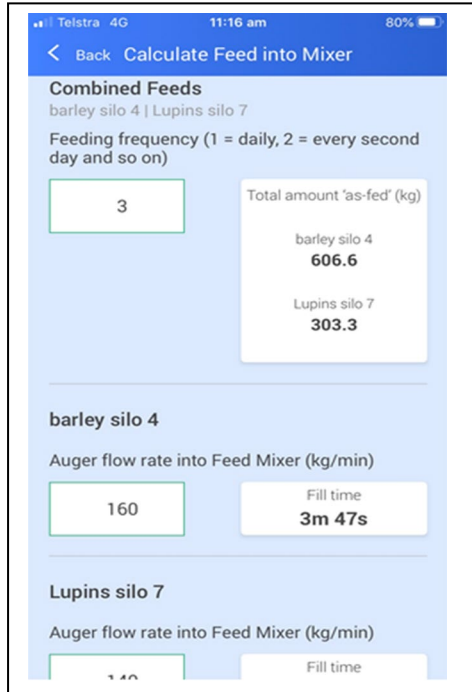
☒ Lupins silo 7

NEXT

Calculation screens

- Enter the feeding frequency in days (1=daily, 2= every second day and so on).

Note: In this case it is referring to the feeds to be combined in a mixer.



Calculate Feed into Mixer

Combined Feeds
barley silo 4 | Lupins silo 7

Feeding frequency (1 = daily, 2 = every second day and so on)

3

Total amount 'as-fed' (kg)

barley silo 4
606.6

Lupins silo 7
303.3

barley silo 4

Auger flow rate into Feed Mixer (kg/min)

160

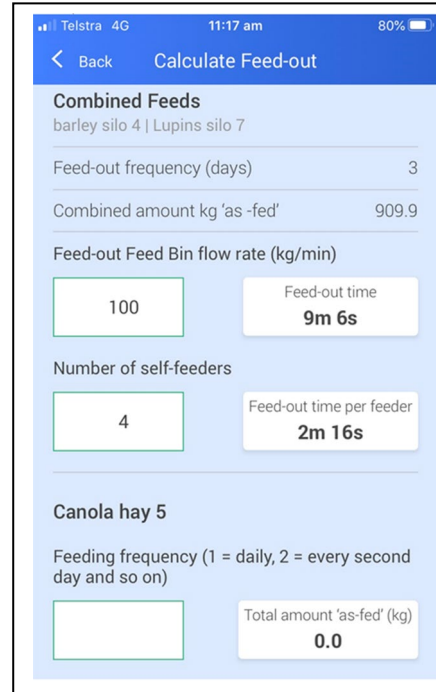
Fill time
3m 47s

Lupins silo 7

Auger flow rate into Feed Mixer (kg/min)

140

Fill time
3m 47s



Calculate Feed-out

Combined Feeds
barley silo 4 | Lupins silo 7

Feed-out frequency (days)

3

Combined amount kg 'as-fed'

909.9

Feed-out Feed Bin flow rate (kg/min)

100

Feed-out time
9m 6s

Number of self-feeders

4

Feed-out time per feeder
2m 16s

Canola hay 5

Feeding frequency (1 = daily, 2 = every second day and so on)

1

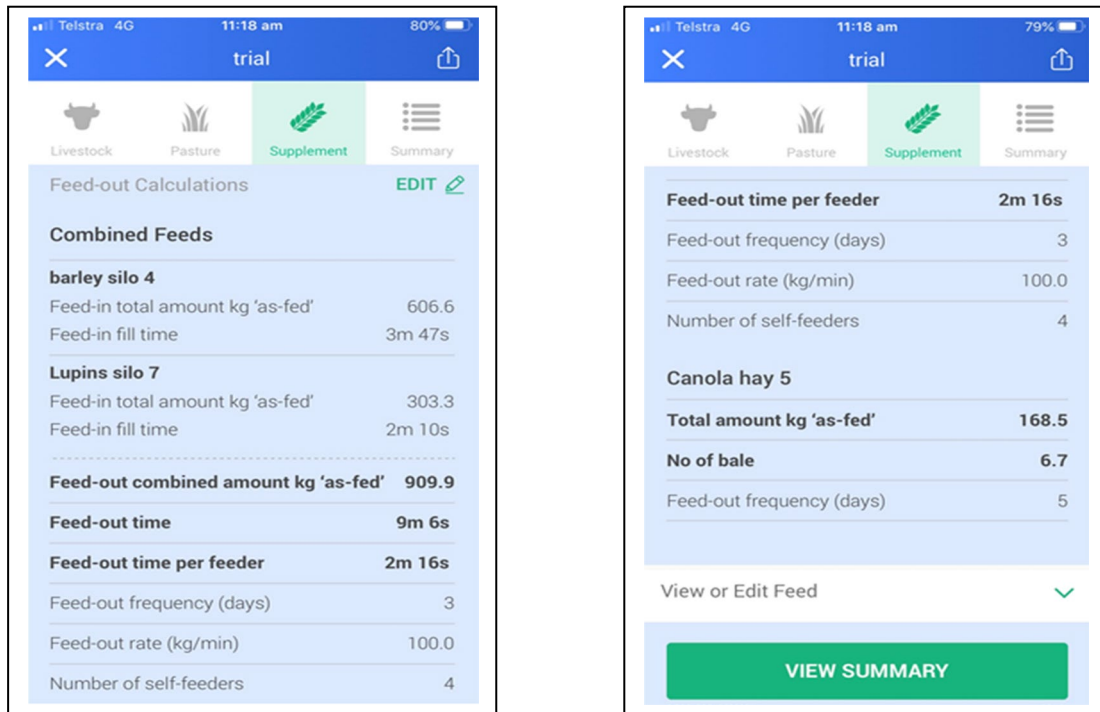
Total amount 'as-fed' (kg)

0.0

- Enter the '**Auger flow rate (kg/min)**', the '**bale weight**' and or the '**bucket/grab weight**'. This is to calculate the fill time using an auger, how many bales or how many grabs/buckets required to get the appropriate amount of each feed component in the feed wagon. If the feed wagon has scales, there is no need to complete this section.
- Enter '**feed-out feed bin flow rate (kg/min)**' – this is to calculate feed time for mob/herd when trail feeding or when filling feed troughs with the appropriate amount of feed for the selected feeding frequency.
- Enter the number of self-feeders to calculate fill time per feeder. This is an important option as it enables monitoring of intake to ensure there are enough feeders for the mob. Note, grain self-feeders are generally not suitable for feeding 'maintenance' rations as it is difficult to control how much each animal will consume.
- When done press **SAVE** and return to the **Supplement screen**.

Supplement screen

- The **'Supplement'** screen will now display all the **'feed-in'** and **'feed-out'** calculations.



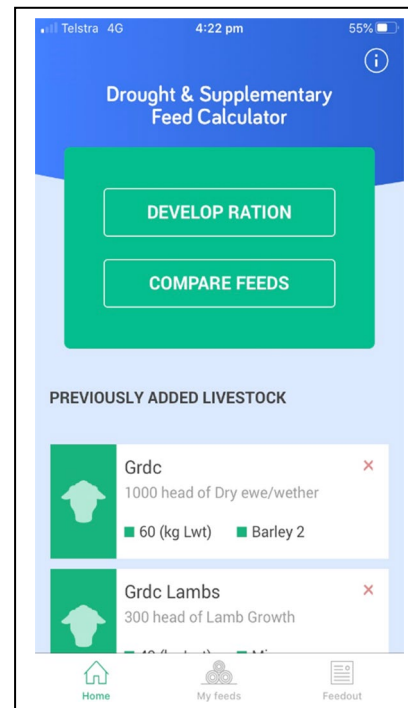
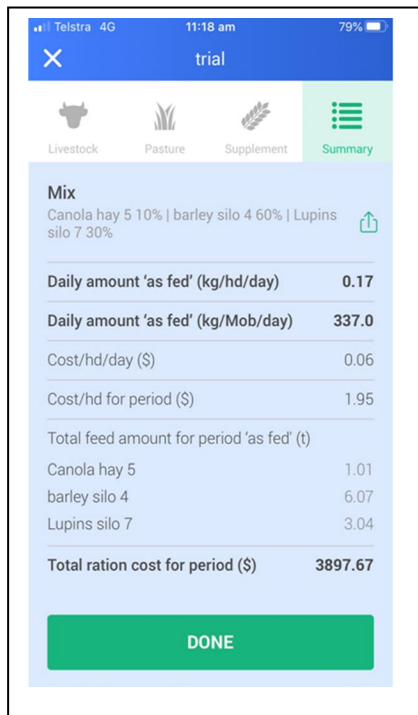
Scroll down screen to see all details

- In the dark blue section at the very top right-hand of screen, there is a little icon  to enable the 'Supplement' screen to be exported via text or email.
- On the left there is a  to close the **'mob/herd'** details taking the user back to the **'Home'** page.
- Towards the top right of screen **EDIT**  enables the 'feed-out' calculations to be changed.
- To make changes to the 'actual' feeds, scroll down the screen and select **'View and edit Feed'**, **EDIT** .
- Or scroll to very bottom and select **VIEW SUMMARY** to view amounts and costings.

View Summary

The summary page allows you to see:

- The daily amount to feed to individuals and the mob/herd.
- The cost per head per day and the cost per head for the period.
- The amount required for a single or mixed ration
- And the overall cost to feed the mob/herd for the chosen time period
- Once happy viewing the summary, select done and return to the [Home](#) page.



Select 'Feedout'

Feedout

The App contains a 'Feedout' report which lists a summary of all the feed-out quantities for each mob/herd.

- At the bottom of the **Home** page select [Feedout](#).

Feedout Report			
TRIAL 3			10 FEB 2020 TO 11 MAR 2020
barley silo 4/Lupins silo 7	Total 9757.8kg of feed	24m 24s per feeder	
Fed every 3 days	Total feed-out time 97m 35s	4 self feeders	
Canola hay 5	Total 1807.0kg of feed	72.3 bale	
Fed every 5 days			
Feed will runout: barley silo 4 (3 days), Lupins silo 7 (2 days)			
TRIAL 1			10 FEB 2020 TO 11 MAR 2020
barley silo 4	Total 1005.0kg of feed	2m 31s per feeder	
Feed will runout in 3 days			

- The 'Feedout Report' lists all your 'active' mob/herds. Those save as 'drafts' will not be listed.

To see the details of each mob/herd select the little drop-down arrow.



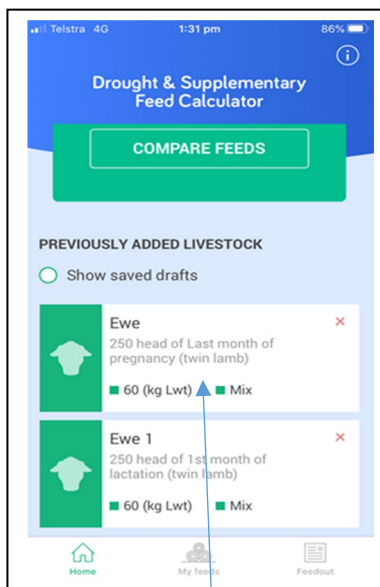
- Scroll down the screen to see all the mobs and their details.
- The report lists the feed source and mix, how often it is being fed, the amount for the chosen time period, the feed-out time, the number of bales and or the grabs/buckets.
- It also provides a warning if a particular feed source will runout within a 10-day period.



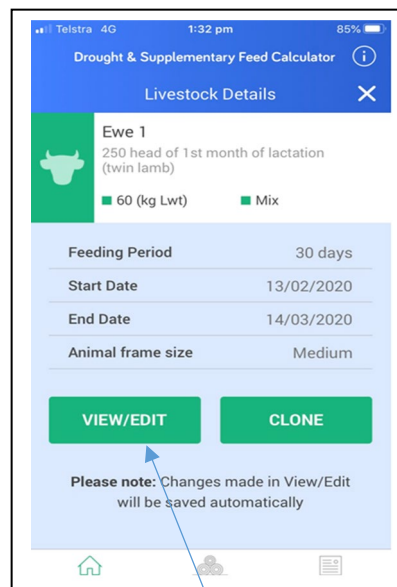
For mobs/herds being fed a mix with some feeds to be combined in a feed wagon, a will be displayed which will take the user directly to the feed-mix inputs previously entered on the 'Supplement' screen.

View/Edit or clone an existing mob

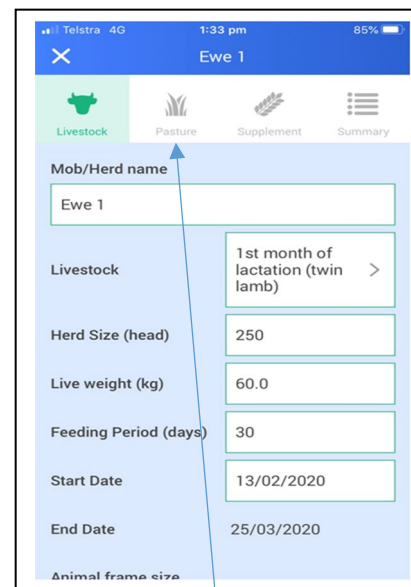
The App is designed to enable the user to simply view, edit or clone an existing mob/herd.



Select an existing mob



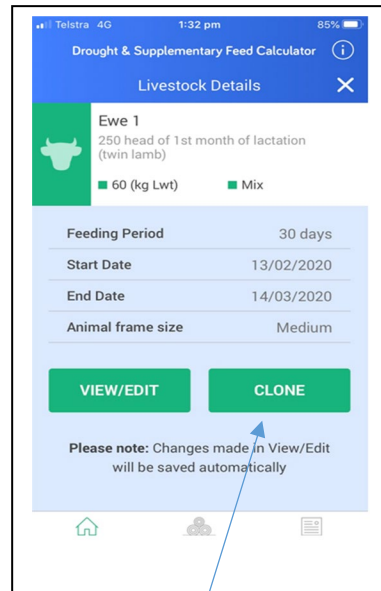
Select 'VIEW/EDIT'



Select screen

- Select an existing mob from the 'HOME' screen.
- Select either VIEW/EDIT OR CLONE.
- When viewing or editing, simply use the top tool bar to navigate your way through the App.
- Select the required page, make the change then scroll to the bottom of the page and press 'NEXT' or 'SAVE' then go to view 'Summary'.

Cloning enables the development of a new mob/herd without having to re-enter all the details.



Select 'Clone'

- Simply give the mob/herd a new name then make the required change to livestock, pasture or supplement details.

Note: A warning will appear if the name is already in use. If having trouble, check 'current' mob/herd's and those 'saved as a draft'.

- Select 'NEXT', SAVE or DONE' then go to view 'Summary'.

