Adding an Animal Movement.

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

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

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

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

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

In this Add Animal Movement window, select the location you wish to move the animal to. If you need to create a location you will need to set this up in: Setup|Properties|Setup Property Sites, before it will be available to use here.
Next, assign a date for the movement using the calendar drop down menu.

If necessary, fill in the Vendor Declaration number and any notes you may have for the movement, then click the ‘Add Movement’ button to finalise the change.
Move To
Date 18/01/2012
Vendor Doc
Note

Add Movement  Cancel