

CREATING A FARM

CLOUD WINDOW

FARMAX Cloud is the first screen which opens when starting FARMAX. This is where you will create farms and new files.

TO CREATE A FARM

1. Select 'New Farm' and enter your:
 - Farm name
 - Region
 - District
 - Effective Area
2. Select 'Create Farm'
3. Select 'Yes'

TO CREATE A FILE

1. Select 'New File'
 - Folder: Scenarios
 - Name: Base X/X (the current season)
2. Select 'OK'

You have now created a farm and a file, select 'Open'.

TREE-VIEW

The tree view is the first panel you see when in the Farmax application.



LAND

FARM PROPERTIES

The Properties screen is where you can view and adjust some features of the farm. The data in yellow will have to be adjusted by contacting the HelpDesk.

1. Adjust 'Farm Class'
2. Adjust 'Schedule'

BLOCK LEVEL

At block level we can adjust growth rates and enter crops and nitrogen applications.

APPLYING GROWTH RATES

1. Select Block 1 in the tree view
2. Click on 'Growth Rate'
 - Select 'Library'
 - Select your area then your region.
 - Select 'Apply'

CREATING A NEW BLOCK

1. If you have areas of the farm with different pasture growth rates, you will need to create multiple blocks to represent this.
2. Right click 'Block 1' and select duplicate.
3. In the pop-up screen adjust the area by clicking on the area column and changing Block 1 to 250ha and Block to 50ha.
4. Select 'OK'. The growth rate we applied to 'Block 1' have carried over to the new 'Block'.
5. Select 'Block 1' and select the 'Growth Rate'
6. Adjust total pasture growth in the cell at the bottom left of the graph

RENAMING BLOCKS

1. Right click on the block and 'Rename'

ADDING A CROPPING EVENT

1. Select the appropriate block then select 'Crops'
2. Select 'New Crop' then select a crop you feed from the drop-down menu.
 - a. As you can see, FARMAX has created a cropping event. The plot gives a visual representation of the area of the crop which can be clicked and dragged to adjust the dates and area. These can also be adjusted in the table below.
3. In the table, adjust the:
 - a. Area
 - b. Date In & Out
 - c. Any other variables which differ from the default

ADDING A NITROGEN EVENT

1. In the second panel select 'Nitrogen' -> 'New Nitrogen'
2. In the table, adjust the variables so they are accurate.

When looking at the 'Pasture Growth' report at the farm-level of the tree view you can see the impact of the Nitrogen applications. Selecting the 'table' view gives you exact values of the nitrogen boost.

ANIMALS

ADDING STOCK

1. Right click on the farm-level (XX – Base X/X)
2. Select 'Add Enterprise' -> 'Sheep'
3. Right click on 'Sheep' -> 'New Mob' -> 'Ewes'
 - a. This takes you to the Properties screen for the ewes. Here we can enter the number of ewes, adjust the breed and ownership of the stock.
4. Change the number of ewes
5. Repeat step 3 but add a 'Ewe Hogget' mob.

MATING

1. Select the 'Ewe' mob in the tree view then select 'Mating'. Tick the 'Mated' box.
2. In this screen we can adjust the mating, lambing and weaning values for the season.
 - a. The yellow boxes display default values that FARMAX populates for the model. These can be changed in the override column.
 - b. At the bottom of the screen, click the drop-down menu for 'Ewe Lambs into' and select 'Create Ewe Lamb Mob'. For ram lambs select to create either a mixed sex or ram lamb mob.
 - c. You will see these have appeared in the tree view under the sheep enterprise.
3. Next, the Ewe Hogget mob needs to be mated. Apply the previous steps to this mob.

NUMBERS

Now we have created all mobs, added ewes and created a mating, we need to adjust the numbers and flow of stock in the lamb and ewe hogget mobs.

REPLACEMENTS

1. Click on 'Ewe Lambs' in the tree view and select 'Numbers'
2. In the 'Transfer Out' column, select the cell for the month you transfer the ewe lambs to the mixed sex mob and in the bottom left of the screen select 'New Tr.Out'. Adjust the date in the table.
3. In the 'From' row select what variable is appropriate and in the 'Move' row select the plus box.
4. 'Keep' row has now appeared. Select 'Top' from the drop-down and enter the number of replacements you keep.
5. In the 'Move' drop-down select 'All the Rest'
6. In the 'To' column select the ellipsis next to 'Off-Farm'
 - a. This will bring a pop-out screen. Select Farm: Your farm, Enterprise: Sheep and Mob: Mixed Lambs
7. Apply the previous steps to the Ram Lamb mob.

MIXED LAMB SALES

1. Click on Mixed Lambs in the tree view
2. In the Numbers screen you will see the transfer in of lambs from different mobs.
3. To sell the lambs, click the cell in the sell column relating to the month you start selling lambs.
4. Select 'New Sale'
 - a. Adjust the date
 - b. Adjust the number you sell in the 'Sell' drop down and enter the appropriate value
 - c. Enter weights and dollar values
5. Repeat the above steps to create new sales

EWE HOGGETS

1. Click on the Ewe Hoggets mob
2. Go to the Properties screen
3. In the drop-down menu for 'Aged From' select 'Ewe Lambs'
 - a. Clicking in numbers, you will now see the mob opens with your replacement number.

At the end of the season the Ewe Hogget Mob will be transferred to the Ewe mob therefore a transfer out event needs to occur.

1. Select the Numbers screen for the Ewe Hogget mob.
2. In the transfer out column select the cell in the June row
3. Select 'New Tr.Out' and select 'Move' then 'All' from the drop-down menu
4. Click the ellipsis next to 'To' and select Farm: XX, Enterprise: Sheep, Mob: Ewes.

BALANCING THE EWE MOB

To ensure the opening and closing numbers are balanced as the file is long term, we need to enter deaths and sales of the ewes which are being replaced.

To enter a death:

1. Click on the Numbers screen for the Ewe mob.
2. Click on the 'Die' column and the appropriate months cell.
3. Select 'New Death' and enter the number in the 'Died' row. Hold the Control button and press the down button on your keyboard and the event will duplicate for September.

To enter a sale:

1. Click on the 'Sell' column
2. Select the cell aligning with the correct month and select 'New Sale'
3. Enter the correct details.

The ewe mob should now be balanced.

For visual simplicity and further adjustments to the file, we need to rename our hogget and lamb mobs so their birth year is in their name. For each mob, right click and select rename. In this example, the mobs would be 'Ewe/Mixed Lamb 18' and 'Ewe Hoggets 17'.

BEEF FINISHING ENTERPRISE

Repeat the above steps starting from adding stock (where needed) but apply them to your beef enterprises.

SHEARING

1. Select the 'Ewe' mob in the tree view and then select 'Shearing'
2. Select 'New Shear'
 - a. Adjust the date, number shorn and specific weight and dollar values.
3. Repeat for each mob and each shear where appropriate

LIVE WEIGHTS

Live weights of each mob can be adjusted to the weight gains the farm is achieving.

1. Select a beef mob and view the 'Live Weights' screen.
2. Here you can manually enter gains in kg/day in the 'Body Wt. Gain' column in the table.
3. The other way to adjust live weight is by dragging the grey line in the graph.
 - a. Click and hold the grey nodules and drag it up. This adjusts the weight on the table.

This method can be applied to all mobs. Notice the when you enter sales in the mob the line graph drops. This is due to the sale of the stock pushing the average live weight down. The same occurs in all mobs with sales mobs.

FEEDING

1. Click on the farm-level in the tree view.
2. Click on 'Supplements'
 - a. In this screen we can see the inventory of our crops produced/bought on farm. You can see the crop you entered earlier in the setup. Feed this out in the appropriate months in the 'Feed' column.
3. In some cases when you are feeding supplement, you will be feeding what was produced last season, a common example being pasture silage.
 - a. When pasture silage is produced in Spring/Summer then fed out over winter, this is usually occurring across two seasons.
 - b. To correct this so feed is available at the start of the season, we must adjust the supplement reconciliation.
 - c. To do this, enter the tonnes you start the season with in the 'Open' column. This allows you to feed the supplement in the performance screen. You should close the season with what is to be used in the next season.

SELLING A CROP

If you have planted a cash crop, this will be available to sell when it is produced.

1. Click on the crop in the supplement screen
2. Sell the crop by entering the amount into the cell correlating with the month and 'Sell'

PASTURE COVERS

Now you have adjusted our stock numbers, live weight gains, supplementary feeding and pasture growth rates, you can calibrate your pasture covers.

1. Click on the farm-level in the tree view
2. Select 'Pasture Covers'
3. Select 'Calibrate Pasture'
4. Tick each of the boxes, then enter the pasture covers below in the 'Pasture Cover' row below the graph

When updating the pasture growth levels in the 'Calibrate pasture' pop-out, the 'Pasture Growth' updates in the 'Potential Pasture Growth for Waipa' graph below. This is because the growth rate changes with demand and cover levels.

You can also see that the end cover in June is our start cover. This is because the file is Long Term (indicated in the top right-hand corner of the screen) so is based on the model being able to repeat year after year.