Chapter 2 -- Downloading, Installing and Customizing
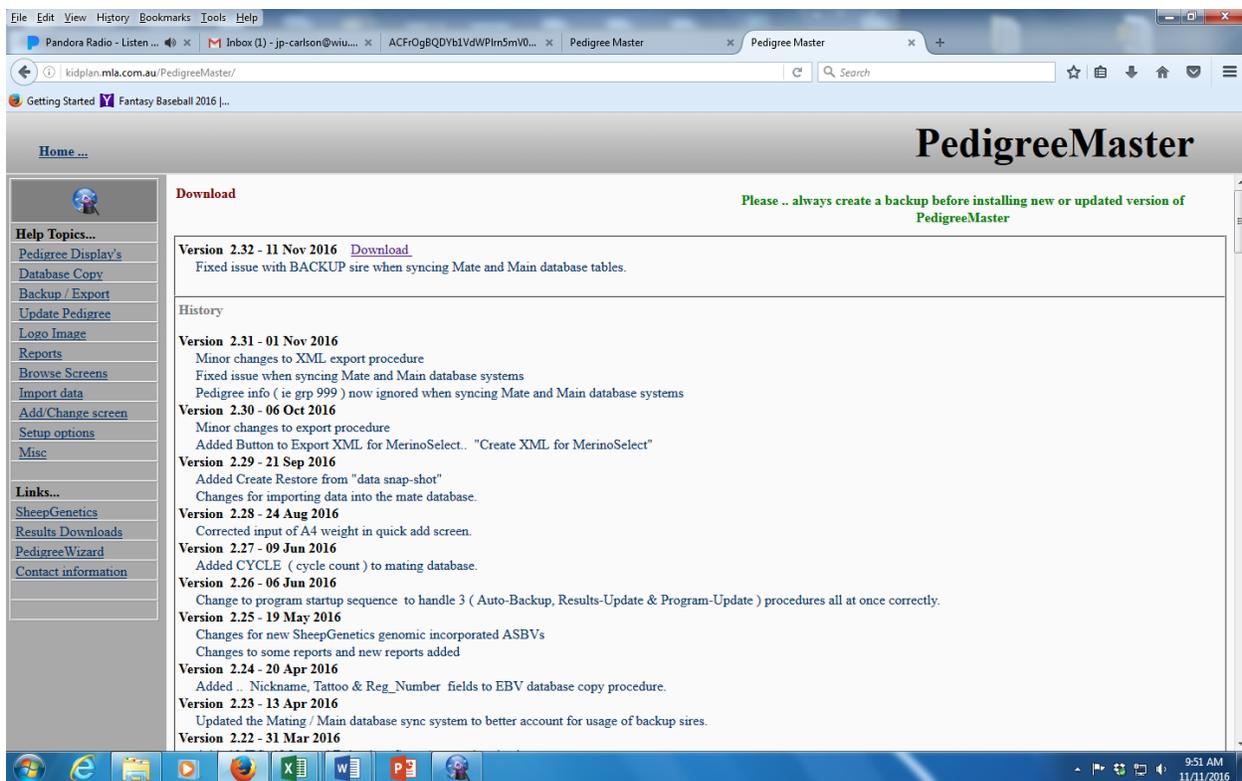
Machine Usage

PedigreeMaster (PM) software may be used in either 32- or 64-bit PC machines. Ways are being researched to make PM easier to use on Apple computers. Currently, Apple users must have software such as BootCamp, VirtualMachine or another type of program that is capable of running PC programs. A program called Parallels has been used successfully by recent users. Appendix B gives additional information on using PM with a Mac.

Downloading and Installing

The latest PM software can be downloaded at:

http://kidplan.mla.com.au/pedigreemaster/index.htm

This site should be checked several times each year for updated versions. Each new version has new features, is more efficient, and resolves problems encountered in previous versions. A good reminder is to check for updates and install them before adding any new data or installing EBVs that you have received from Australia. Before downloading any software update, it is a good idea to backup your existing data (see page 16). After downloading and installing the software update, it is a good idea to reboot the computer, just as it is with any new software update. Rebooting should help assure that the update will be seamless when working with new data.

The newest version is near the top of the page in the large rectangle with **Download** next to the version title. You will be asked to save the file so you should know where you would like to store the download, or where your computer normally stores downloads, before you click on it. Once a site such as the desktop has been decided on, click on the **Download** link next to the newest software version and store it. Note: In some systems, a problem may occur with Norton Security if your setting is high. In these cases you will be asked if the file is alright to process. Or, you may have Windows SmartScreen try to stop the process and the screen below will appear. If so, click on **More info** and then click on **Run anyway** when it appears.

Windows protected your PC

Windows SmartScreen prevented an unrecognized app from starting. Running this app might put your PC at risk.
More info

Don't run

The file name is typically PM-Y-XX.exe, where Y is a one-digit number and XX is some two-digit number. If this is the file Norton is evaluating, it is alright to process.

At the dialog box, click on **Save File.** If you have a previous version of PM installed on your computer, be sure that it is not actively running. When the download is completed, click on it and a dialog box will appear. At this point you want to be sure that – click on **Run**. The next box will welcome you to PM – click on **Next**. The next dialog box to appear asks you to set up a directory. The preferred choice by far is:
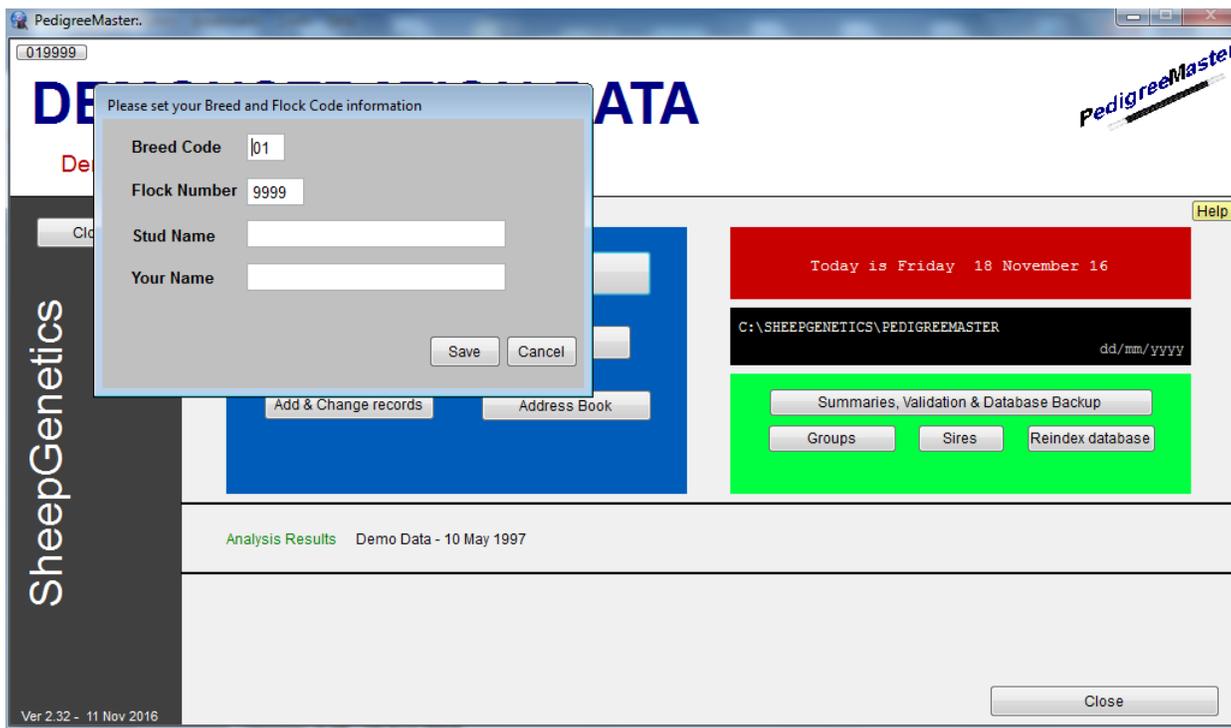
C:\SheepGenetics\PedigreeMaster

Click on **Next**. The dialog box that will appear next will allow you to put PM on the Start Menu, which is preferred.   Click on **Next**. The next dialogue box then asks if you want to create a desktop icon and also if you want to create a Quick Launch icon. Those are choices that individual breeders may or may not want, although it is suggested that you create a desktop icon. This can be deleted later if you so desire but many find it useful to have. Click on **Next** and then click on **Install**.   When it is installed, click on **Finish**.

If PM doesn't automatically launch, click on the Windows icon in the lower left corner of your screen and the Start Menu should appear with the Pedigree Master icon showing. Click on it to get started. First, the program will flash through some process to get initialized into your system.
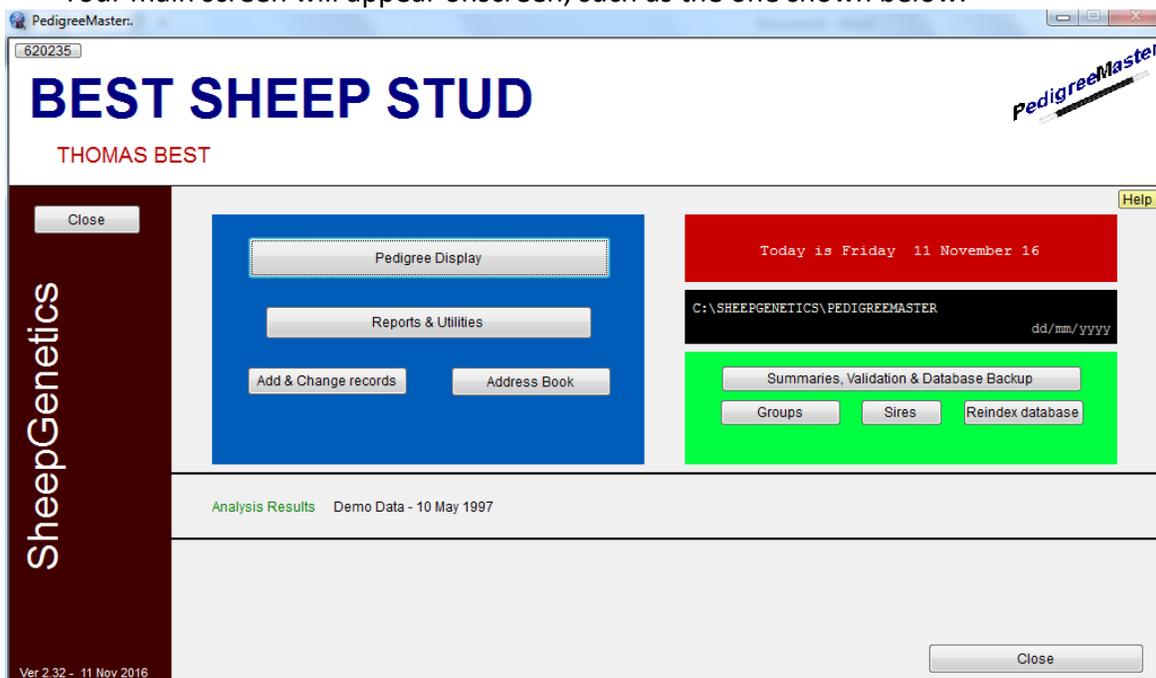
Customization

A screen will then appear asking you to input your breed code, flock number, name and stud name.
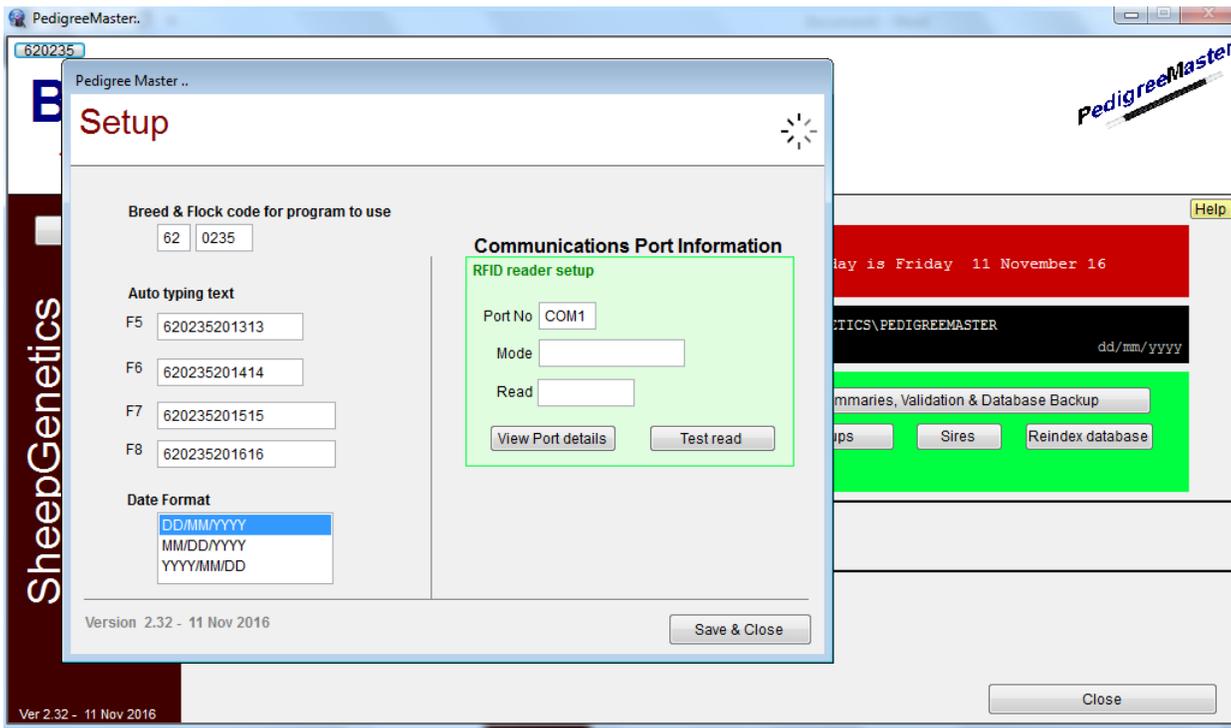
You should have earlier received a six-digit code from NSIP that is your LambPlan ID. The first two numbers of this code should be entered in the Breed Code section of the screen. The last four numbers should be entered in the Flock Code section. You should also enter information in the Stud Name (farm or ranch name) and Name sections as these will appear on the main screen. When finished, click on **Save.** A box will appear onscreen instructing you to restart the program. Click on OK and when the program screens disappear, restart the program as before.

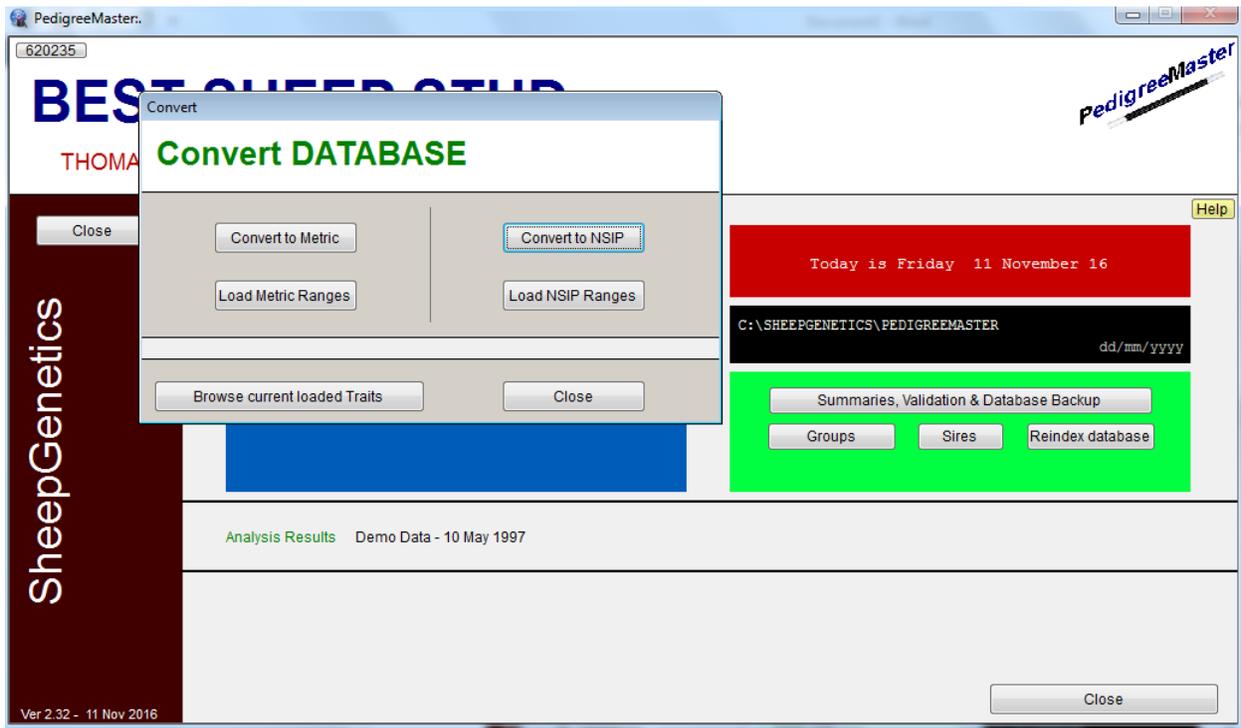Your main screen will appear onscreen, such as the one shown below.

On the main screen there is a six-digit number in the upper left corner, just under PM. Click on this and a setup menu will appear.

      The Breed Code and Flock Code sections of this screen should have the correct numbers for you and your flock. If not, you will need to input the correct values. Under that are four auto typing text inputs. These are texts that you can use as shortcuts when entering data. The advantages of using these will become apparent when you later enter data. For now, simply remember where these are as you will later want to use them. Under those boxes is a box for you to select the format in which you would like dates displayed. Choose the format you like best and then click on Save and Close. Typically in the United States the MM/DD/YYYY format is used, but you may choose whatever option you prefer. Remember that this is the format in which your data should be entered for the various weights and measurements. Note that the data in the lower left corner of the main screen is in DD/MM/YYYY format and will not change as it is in the format commonly used in Australia and denotes the creation date of the software you are using. Do not change any of the information in the Communications Port Information box unless you are using an RFID reader. When done, click on **Save& Close.**
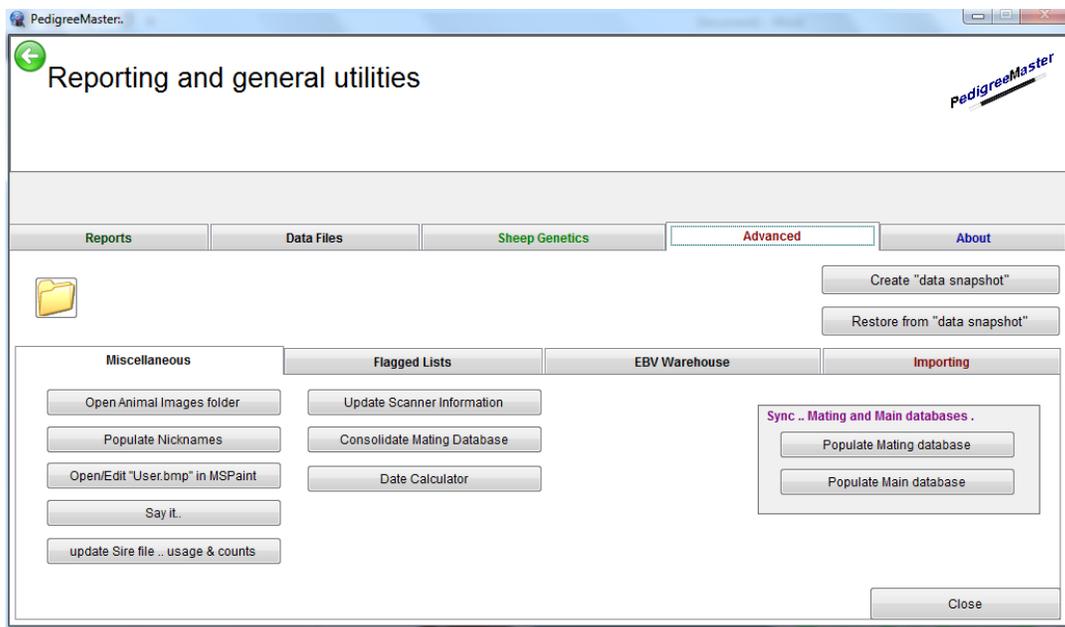
      If you are downloading and installing PM and do NOT have any data previously in LambPlan, go to the main screen and push Ctrl-C. A screen will appear dealing with conversion setups.

Click on the **Convert to NSIP** button. If the screen does not disappear, click on the **Load NSIP Ranges** button. This tells PM that the program should run in NSIP mode with all weighs in pounds. A black band should now appear on the main screen, about 2/3 of the way down from the top, and in the band it should say that the program is in NSIP Mode.
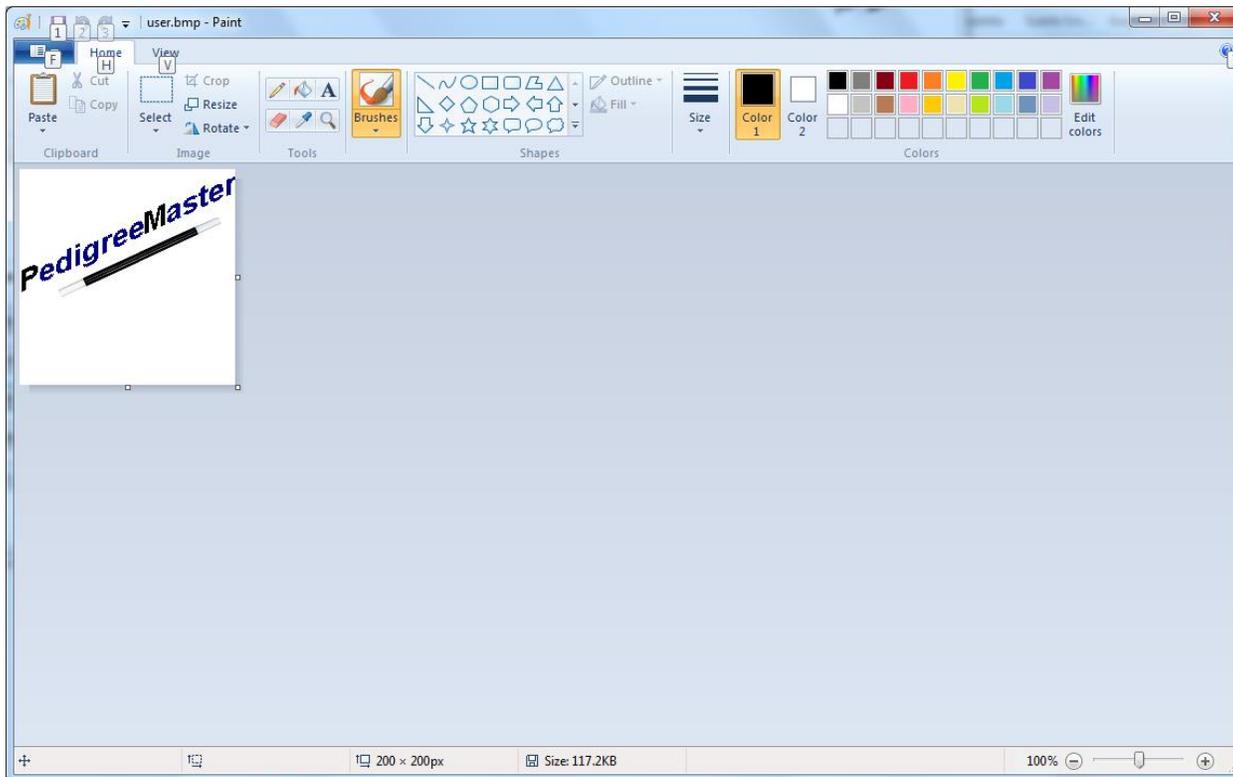
At the main screen, and on reports you will print later, the PM logo will appear. If you want to change this to a logo of your own, first have the image stored on the computer. For example, it could be a digital photo, clipart or a scanned image. You will need to know the exact location of this icon for the next step in using it.

At the main screen, click on **Reports and Utilities** and then on the **Advanced** tab.

Then click on the **Open/Edit "User.bmp in MSPaint"** tab. Click OK on the alert screen.

On the screen that appears, the PM logo will appear. Toward the upper left you will see a blue area with what appears to be a page and a "down" arrow.

Click on it and then click on **Save As**. Change the filename to user-2 and click on Save. Next, again click on the page and "down" arrow and then on **Open.** Locate the image you want and double click on it.

Click on the resize button. In the **Resize and Skew** screen, be sure the circle by **Pixels** is filled in. The numbers by Horizontal and Vertical do not have to necessarily be the same, however neither should exceed 200. If one or both are larger than 200, first be sure that the **Maintain aspect ratio** box is checked. Then change the largest number to 200. The other number will change as well. Click on **OK.**

Again click on the "**down**" button in the blue area and then on **Save As.** Change the file name to **user** and the **Save as type** should be changed to **24-bit Bitmap image**. Next change the directory to c:\SheepGenetics\PedigreeMaster and click on **Save**. A screen will appear asking if you want to replace "user.bmp" and you should click on **Yes**. Then exit the paint screen.

A screen will then appear telling you that you must exit PM for the change to take place – click on **OK.** PM will disappear. Re-start PM and your logo should be in the upper right area of the main screen. This will also appear on reports you later generate.

To input your data, refer to Chapter 5 on page 19. First, though, it is a good idea to familiarize yourself with the various PM screens you will see, as described in Chapter 3.