

9. Ingredient

Ingredient window is used to create new and edit existing ingredients. These ingredients may be used later in feed recipes.

The screenshot shows the 'Ingredient' window with the following fields and table:

Group:

Code:

Name:

Price [€/t]:

Nutrients contents:

Code	Nutrient		Content
#2	Dry matter		0,00 g/kg
#3	Moisture		<i>fx</i> 1 000,00 g/kg
#4	Crude protein		0,00 g/kg
#5	Crude fat		0,00 g/kg
#6	Crude fibre		0,00 g/kg
#7	Crude ash		0,00 g/kg
#8	Nitrogen free extract		<i>fx</i> 0,00 g/kg
#30	AMEn Poultry		<i>fx</i> 0,00 MJ/kg
#31	AMEn Poultry		<i>fx</i> 0,00 kcal/kg
#44	ME Swine		<i>fx</i> 0,00 MJ/kg
#45	ME Swine		<i>fx</i> 0,00 kcal/kg
#100	Calcium total		<i>fx</i> 0,00 g/kg
#101	Calcium native		0,00 g/kg
#102	Calcium mineral		0,00 g/kg
#103	Calcium added		0,00 g/kg
#110	Phosphorus total		<i>fx</i> 0,00 g/kg
#112	Phosphorus av. Poultry		<i>fx</i> 0,00 g/kg
#114	Phosphorus dig. Swine		<i>fx</i> 0,00 g/kg

OK Cancel

ingredients group: select from the list or enter

Ingredient window contains the following data:

- (Ingredients) group - existing value from drop-down list should be select or enter new one and move to the next field
- Base ingredient - optional field; ingredients may be added directly to groups, then this field should be left blank; but if the created ingredient is a variant of already existing ingredient, then it be can selected from base

ingredient field - thanks to this ingredients database will be more structured

- Code - a unique value within all ingredients should be entered that is or generate it using button with key
- Name - any value may be entered
- Price [€/t] - any value may be entered; it would be the only editable field in this window in the case of ingredients supplied with the program

Any unnecessary groups of ingredients may be deleted in Ingredients groups window, operated from << EDIT >> menu in program main window. Here one can also change the codes and groups names.

Contents of all nutrients in the ingredient should be given in the table located in the lower part of the window.

Nutrients contents may be preceded by the following symbols:

f_x dependencies have been defined for a given nutrient and they are used to calculate content - program uses content calculated from the dependencies

f_x dependencies have been defined for a given nutrient, but they are not used to calculate content - program uses own content

f_x dependencies have not been defined for a given nutrient, but it was decided to calculate content from the dependencies - program uses own content

Lack of symbol implies that no dependencies were defined for the current nutrient and it was decided to use own contents - the program uses own content.

Right mouse button causes the following two commands that enable switching between own value and value calculated from dependencies to appear in the contents column:

- own value:

Nutrients contents:

Code	Nutrient		Content
#2	Dry matter		880,00 g/kg ^
#3	Moisture		<i>f_x</i> 120,00 g/kg
#4	Crude protein		80,00 g/kg
#5	Crude fat		40,00 g/kg
#6	Crude fibre		23,00 g/kg
#7	Crude ash		13,00 g/kg
#8	Nitrogen free extract		<i>f_x</i> 750,00 g/kg
#30	AMEn Poultry		<i>f_x</i> 14,33 MJ/kg
#31	AMEn Poultry		<i>f_x</i> 3 423,80 kcal/kg

- we switch to value calculated from the dependencies:

Nutrients contents:

Code	Nutrient		Content
#2	Dry matter		880,00 g/kg
#3	Moisture	<i>fx</i>	120,00 g/kg
#4	Crude protein		80,00 g/kg
#5	Crude fat		40,00 g/kg
#6	Crude fibre		23,00 g/kg
#7	Crude ash		13,00 g/kg
#8	Nitrogen free extract	<i>fx</i>	750,00 g/kg
#30	AMEn Poultry	<i>fx</i>	<i>fx</i> Set own value
#31	AMEn Poultry	<i>fx</i>	<i>fx</i> Set calculated value
#44	ME Swine	<i>fx</i>	13,96 MJ/kg
#45	ME Swine	<i>fx</i>	3 334,16 kcal/kg

- value calculated from the dependencies:

Nutrients contents:

Code	Nutrient		Content
#2	Dry matter		880,00 g/kg
#3	Moisture	<i>fx</i>	120,00 g/kg
#4	Crude protein		80,00 g/kg
#5	Crude fat		40,00 g/kg
#6	Crude fibre		23,00 g/kg
#7	Crude ash		13,00 g/kg
#8	Nitrogen free extract	<i>fx</i>	724,00 g/kg
#30	AMEn Poultry	<i>fx</i>	13,93 MJ/kg
#31	AMEn Poultry	<i>fx</i>	3 326,98 kcal/kg

- wracamy do own value:

Nutrients contents:

Code	Nutrient		Content
#2	Dry matter		880,00 g/kg
#3	Moisture	<i>fx</i>	120,00 g/kg
#4	Crude protein		80,00 g/kg
#5	Crude fat		40,00 g/kg
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#8	Nitrogen free extract	<i>fx</i>	724,00 g/kg
#30	AMEn Poultry	<i>fx</i>	<i>fx</i> Set own value 13,93 MJ/kg
#31	AMEn Poultry	<i>fx</i>	<i>fx</i> Set calculated value 3 326,98 kcal/kg
#44	ME Swine	<i>fx</i>	13,96 MJ/kg

- own value:

Nutrients contents:

Code	Nutrient		Content
#2	Dry matter	  	880,00 g/kg ^
#3	Moisture	  	<i>f_x</i> 120,00 g/kg
#4	Crude protein	 	80,00 g/kg
#5	Crude fat	 	40,00 g/kg
#6	Crude fibre	 	23,00 g/kg
#7	Crude ash	 	13,00 g/kg
#8	Nitrogen free extract	 	<i>f_x</i> 750,00 g/kg
#30	AMEn Poultry		<i>f_x</i> 14,33 MJ/kg
#31	AMEn Poultry		<i>f_x</i> 3 423,80 kcal/kg

Moving from calculated value to own value can also be done in another way - just start typing own value, then program will automatically switch to "own value" mode.

Particularly noteworthy is a nutrient with code # 2 and name Dry matter. If we change its contents in the cause of editing of nutrient, then, upon clicking << OK >>, the program will ask whether to automatically recalculate own contents of other ingredients dependent on dry matter:

Dry matter ✕

Dry matter content has changed. Do you want the program to recalculate own contents of dry matter dependent nutrients?

It should be noted here that it is about own contents and not contents calculated from dependencies, which are calculated on an ongoing basis in the Ingredient window. Furthermore, if we answer in the affirmative to the raised question, then only those nutrients that we would have marked in the Nutrient window as "dependent on dry matter" will be calculated:

 Nutrient - □ ✕

Group:

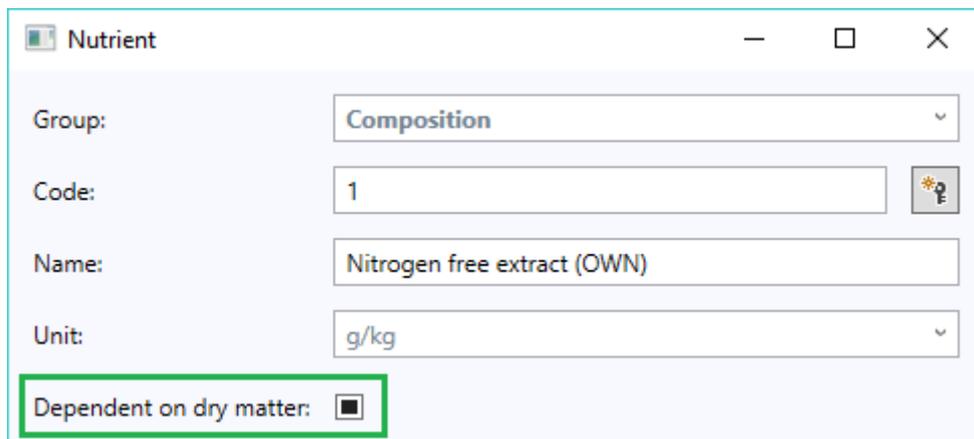
Code: 

Name:

Unit:

Dependent on dry matter:

In order for a nutrient to be considered dependent on dry matter, it must have this box checked (as above). Alternatively, this box might be left in an undefined state:



The image shows a software window titled "Nutrient" with standard window controls (minimize, maximize, close). The window contains several input fields:

- Group:** A dropdown menu with "Composition" selected.
- Code:** A text input field containing the number "1".
- Name:** A text input field containing "Nitrogen free extract (OWN)".
- Unit:** A dropdown menu with "g/kg" selected.
- Dependent on dry matter:** A checkbox that is checked, highlighted with a green rectangular border.

Then whether the program recognize a given nutrient as dependent on dry matter shall be determined by its unit. The program shall consider nutrients of any unit other than the "%" and "no unit" as dependent on dry matter.

Attention: Care should be exercised when editing the ingredients used in recipes, as any changes confirmed in the Ingredient window will automatically be replicated for all these recipes. This will not be confined just to prices of ingredients in recipes where it received local values.