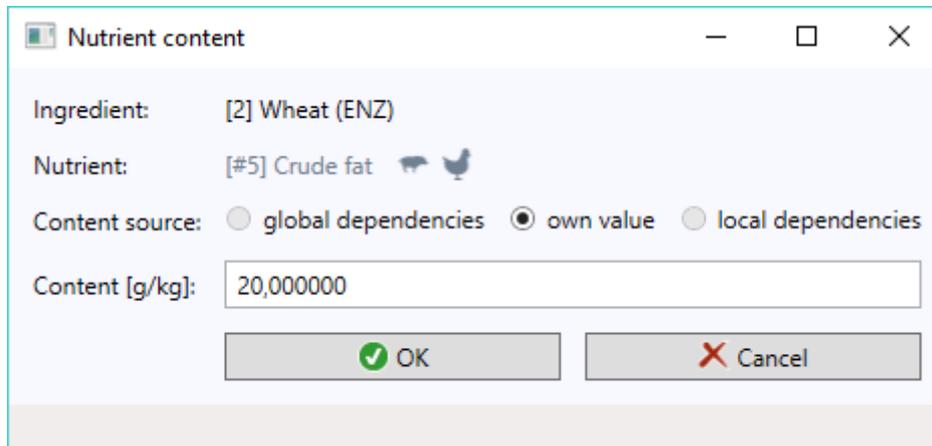


11. Nutrient content

Nutrient content window is used to edit the contents of a single nutrient in the ingredient from the main program window (table on Ingredients tab, then: double-click, context menu, or click on the quickslot bar).



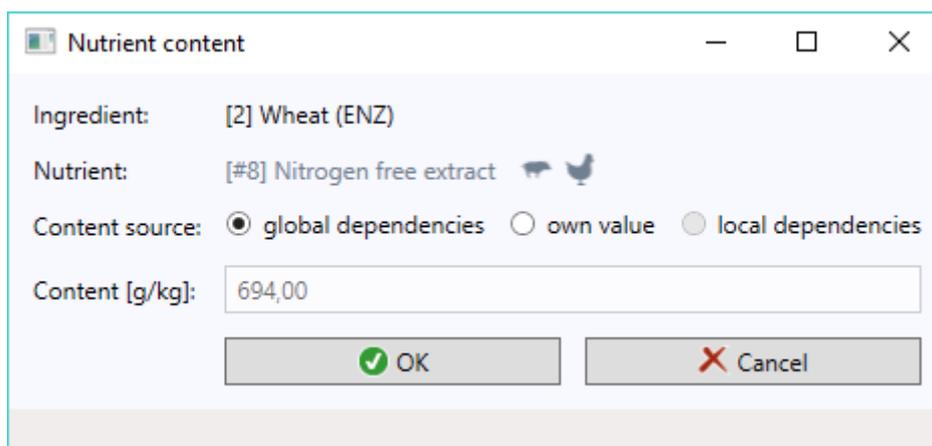
The screenshot shows a window titled "Nutrient content" with the following fields and controls:

- Ingredient: [2] Wheat (ENZ)
- Nutrient: [#5] Crude fat (with two small bird icons)
- Content source: global dependencies own value local dependencies
- Content [g/kg]: 20,000,000
- Buttons: OK (with a green checkmark icon) and Cancel (with a red X icon)

The data listed below are found in the Nutrient content window:

- Ingredient - non-editable input box, automatically filled in by the program
- Nutrient - non-editable input box, automatically filled in by the program
- Content source - switches making it possible to reach a decision on whether content is to be calculated from the dependencies
- Content - nutrient content expressed in its proper unit

If we accept "global dependencies" as the content source, then the program will calculate nutrient content from the dependencies assigned to this nutrient in the Nutrient window:



The screenshot shows a window titled "Nutrient content" with the following fields and controls:

- Ingredient: [2] Wheat (ENZ)
- Nutrient: [#8] Nitrogen free extract (with two small bird icons)
- Content source: global dependencies own value local dependencies
- Content [g/kg]: 694,00
- Buttons: OK (with a green checkmark icon) and Cancel (with a red X icon)

However, if we accept "own value" as the content source, then the program will allow us to enter our own numerical nutrient content in the field input box below:

Nutrient content

Ingredient: [2] Wheat (ENZ)

Nutrient: [#8] Nitrogen free extract

Content source: global dependencies own value local dependencies

Content [g/kg]: 750

OK Cancel

However, one can make use of local dependencies only in the PRO version of the program. Unlike the global dependencies, local dependencies are applied not to all, but to only a specific nutrient.

Nutrient with a code: # 2 and name: Dry matter deserves particular attention. If while editing the nutrient we change its content, then upon clicking << OK >> button, the program will ask whether it should 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?

Tak Nie Anuluj

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

Nutrient

Group: Composition

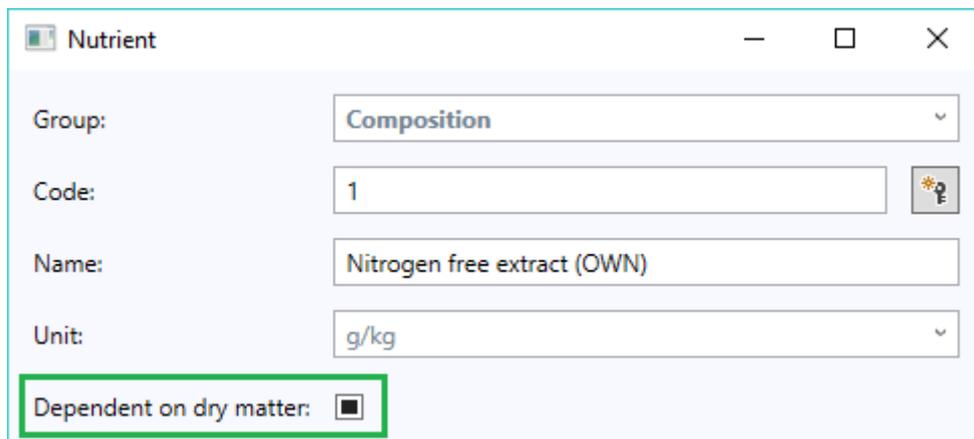
Code: 1

Name: Nitrogen free extract (OWN)

Unit: g/kg

Dependent on dry matter:

In order for a nutrient to be considered as dependent on dry matter, it should have this input box checked (as above). Alternatively, this input box can be left in an unspecified 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 the unit of a nutrient will determine whether the program take it as dependent on dry matter or not. The program will consider nutrients of any unit other than the "%" and "no unit" as dependent on dry matter.

Attention: Care should be taken while editing nutrients contents in the ingredients used in recipes, as each change confirmed in the Nutrient content window will be automatically propagated to all these recipes.