Settings : Pigs

Programs - NVZ programs 012-122 and greater (networked units only).

The PIGS setting is a valuable aid to logging and analysis. Using the PIGS setting, feed and water and water consumption can be analysed on a per pig basis, rather than relying on approximate or typical numbers. It can also be used to represent losses and when they occur.

How it works

The PIGS setting is held in the Dicam unit memory in just the same way as Set Temperature and other settings.

Each time the Netmon/Logger records information from the Dicam units, it can also record this value and the data is downloaded to PC along with the other information from each building.

How to change the PIGs setting

1. Find the Settings : Pigs reading in the Settings menu. It shows the current value on the right hand side of the screen. Such as :

```
*        SETTINGS:
PIGS              247
```

2. Press the button to select. The reading changes to :

```
*        SETTINGS:
PIGS   (247)        247
```

Notice that the old reading is shown on the left side of the screen in (brackets). This is to help you work it out.

3. Subtract the number of pigs taken out of the building, or added number of pigs put in.

4. Press the button to ENTER the new value.

How to use it

If you add or remove pigs -

Always record the additions or removals EVERY TIME, otherwise data will be inaccurate.

Before you put in any pigs -

Set the number to 0 (zero).

When you stock an empty building -

Always set it to the actual number of pigs in the building, whatever the previous number was.

If you count the pigs during a batch -

Check the setting, and change it to the actual number of pigs, if different from that shown.

When you empty the building -

Subtract the actual number of animals removed, even if this is different from the number shown.

Example - if you take out when 245 when the display shows 247, this leaves 2 - set the display to 2.

Example - if you take 245 when the display shows 243, this makes (-2) (minus 2) - set the display to (-2).

(This way, mistakes, errors and deviations are recorded. Set the reading to 0 before you restock the building.), take away the number of the number of pigs you've taken out. This should be the number shown on the display (so the new number should be zero), but it may not be.

If you make a mistake -

Just select the reading, and change it to the correct value. If necessary, count the pigs to make sure.

Configuration

The PIGS setting is not shown in the menu until the network address is set to a number from 1 - 30.

(Pig numbers can't be logged unless the unit is connected to a network.)