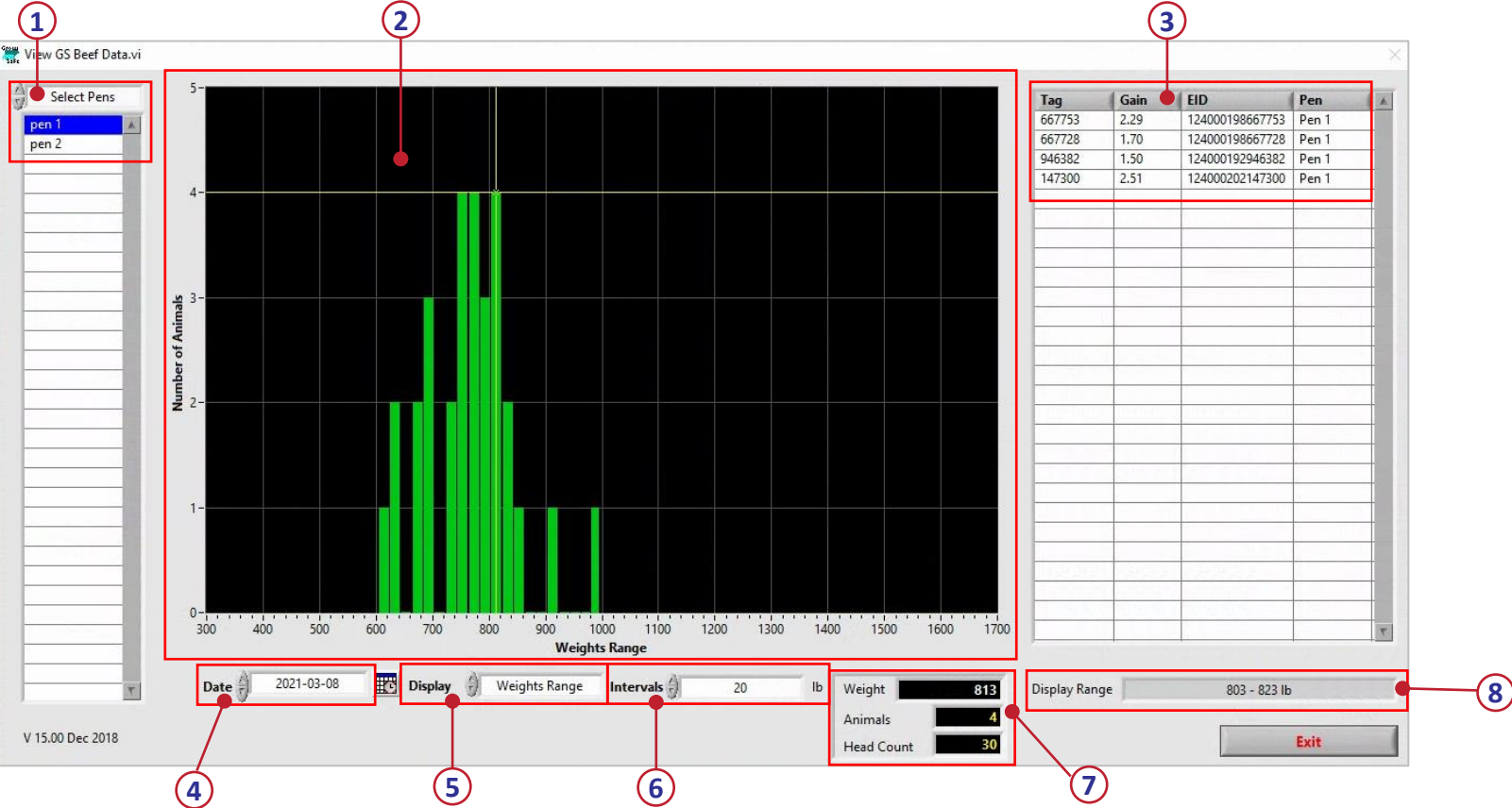


View In-Pen Weighing Data Application (View GS Beef Data)

The View In-Pen Weighing Data (GS Beef) application is used to:

- View the performance of an animal or a pen of animals,
- View specific animal weight and daily gain,
- Identify low performing or light weight animals in a pen,
- Identify heavy animals in a pen and examine their gain to determine which animals may be ready for harvest,
- Select animals to mark (spray).



Number	Description
1	Pen selection
2	Graph displaying distribution in animal weights or gains
3	Animals within the weight or gain interval selected by the yellow cursor in the graph
4	Date selected
5	Choose to display the weight range or daily gain range
6	Set the intervals you want weights or gains to be organized in
7	The average weight and number of animals within the interval selected, and the total number of animals in the pen
8	The weight range for the interval selected

* The same applies when the gain range is selected in 5

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Choose Animals to be Marked (Sprayed)

- Within the weight or gain interval selected on the graph, click on the animal you want to mark
- To select multiple animals for marking, click on an animal, hold down the *Ctrl* key on your keyboard and click on additional animals you would like to be marked
- Click *Mark* and the Spray Request window will pop up (note: animals will continue to be marked until you have unselected them for marking)
- Make sure the animals listed in the table on the pop-up are animals you want to be marked
- Complete the action by clicking *Enter* in the pop-up window



Number	Description
1	Click on animals within a weight interval to select them to be marked
2	Click the <i>Mark</i> button to set selected animals to be marked
3	Animals selected for marking will be shown in the Spray Request pop-up window
4	Click <i>Enter</i> to set selected animals to be marked

The screenshot shows the 'Enter Spray Request' application window. It has an 'Input' section with a table of animals:

Animals	EID	Tag
	124000198667753	667753

Below the table, there are controls for 'Color' (a green color swatch), 'Slaughte' (a button), 'Sprays' (a slider set to 5), and a 'Comment' text area. At the bottom, there is a 'Status' indicator (a green light) and two buttons: 'Enter' and 'Exit'. The 'Enter' button is highlighted with a red box and a red dot, with a circled '4' next to it.