

Map my Farm in Google Earth

1. The goal

Following this guide, we will successfully map paddock boundaries in Google Earth and import them into Adviser, assigning them the correct name. This will be used throughout the Adviser program for a visual representation of the Farm area, to create Farm Map PDF documents and to create 'layers' as required to represent required parameters (eg Crop or Fert Application layers).

2. Summary of process

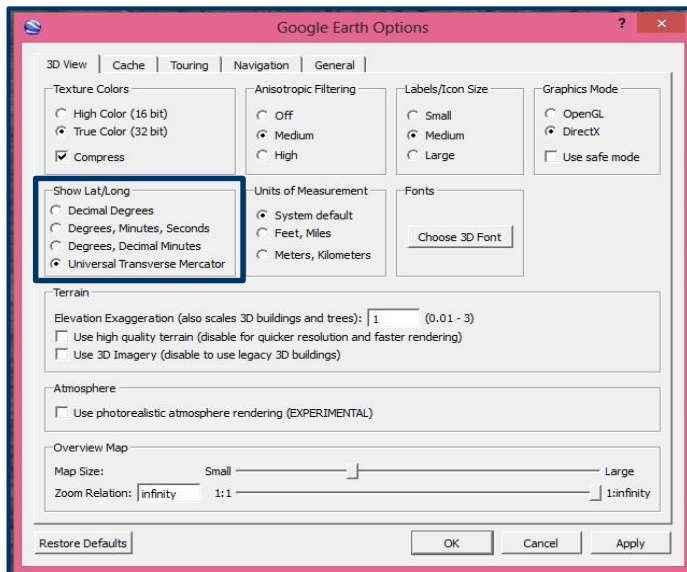
Please find below a summary of the process to successfully Import KML files, calculate area (if required) and allocate names:

1. Prepare Google Earth for use
2. Create Farm folder
3. Create Paddock Polygons, save to Farm folder
4. Export whole farm as a KML file
5. Import KML file into Adviser through Farm tab (Additional WebConnect instructions here now)
6. Allocate Paddock Names
7. Tick Auto-Area if required (calculates hectares from KML file for whole file)
8. Set Co-ordinate System
9. Save changes

Let's go! Please turn over to get started.

3. Google Earth

Firstly, we need to prepare Google Earth. Open the program, and ensure that the program is ready by completing steps below:



1. Left click on Tools from top toolbar
2. Left click on Options
3. Change "Show Lat/Long" in 3D View tab to Universal Transverse Mercator (shown above)
4. Click OK
5. Left click on View from top toolbar
6. Ensure that Tour Guide is not ticked, Left Click to untick if required

We are now ready to start a new Farm Folder.

3.1 Create new Farm Folder in Google Earth



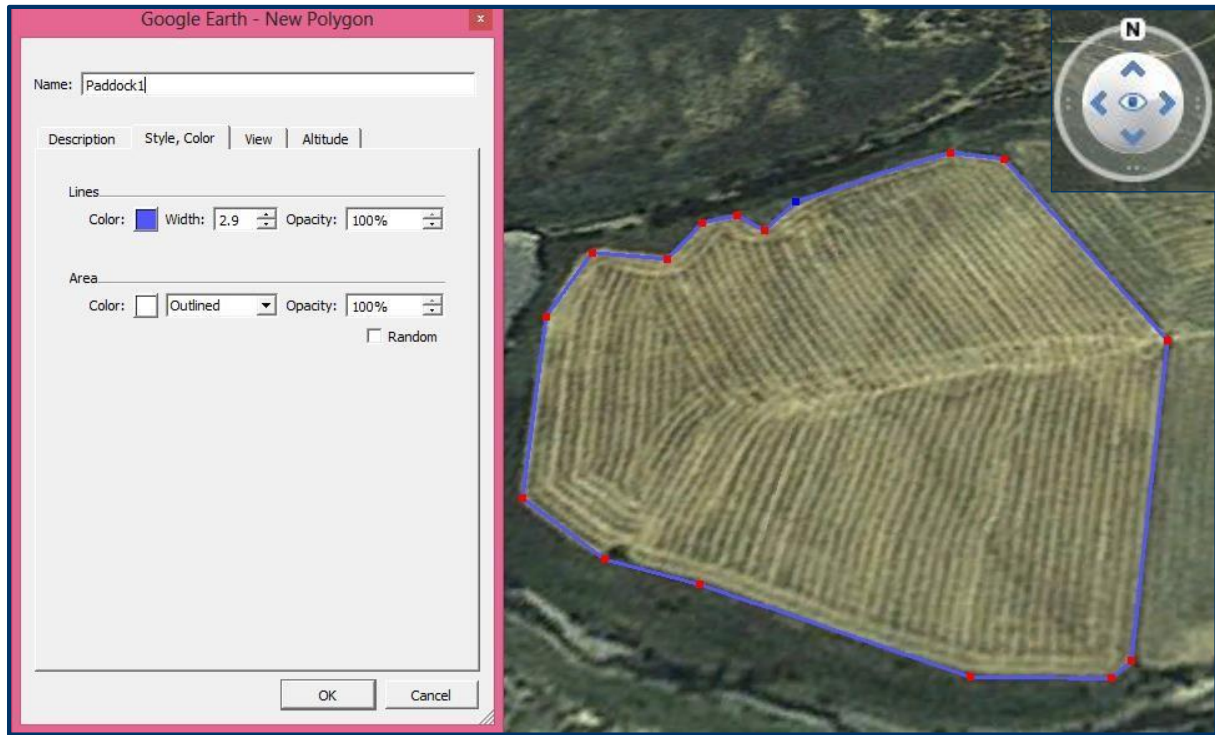
1. Right click on "My Places" centre left on your screen
2. Left click on "Add"
3. Left click on "Folder"
4. Give Folder the correct Farm name (eg. Farm1)

We are ready to populate the Farm Folder with polygons of our paddocks.

3.2 Create a Paddock Polygon

1. Using "search" bar, search for your farm location in Google Earth
2. Zoom in as much as possible so first paddock is on screen

Note: Ensure that orientation is due North

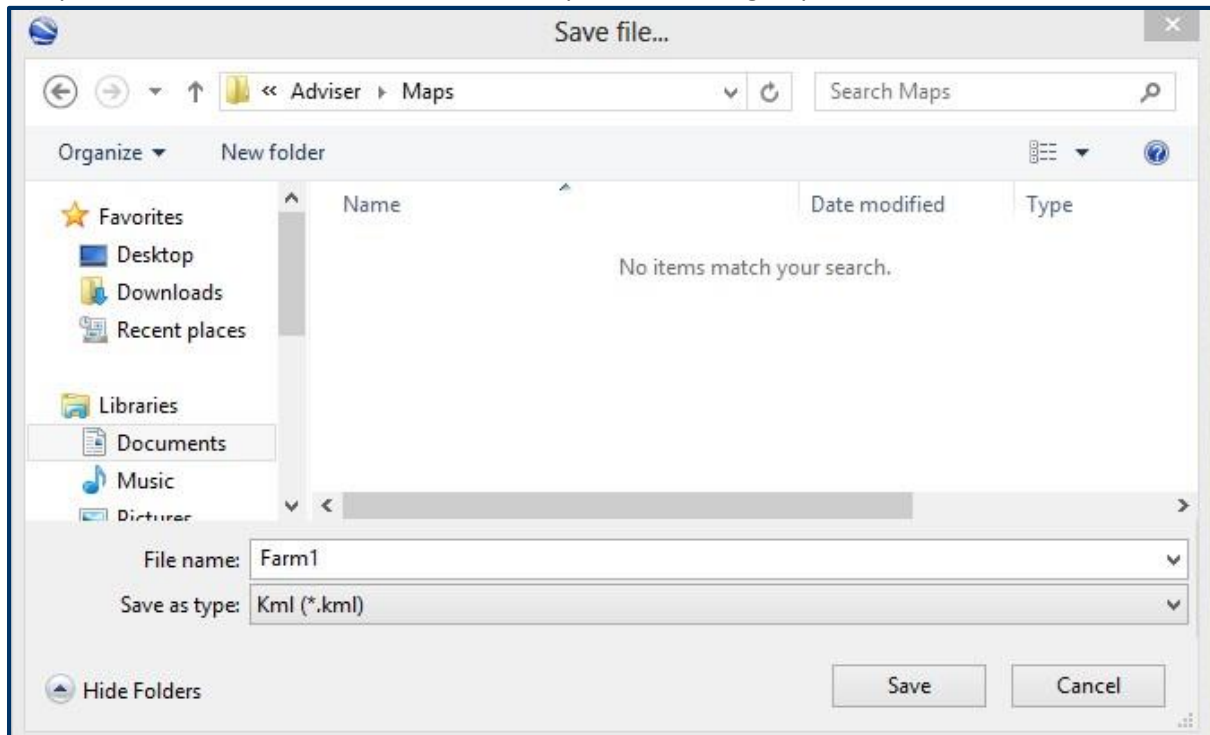


3. Left click on Farm Folder to highlight
4. Right click on Farm Folder
5. Left click on Add
6. Left click on Polygon
7. Give Polygon a name (eg. Paddock1)
8. Left click once on each corner / angle of the paddock to create your polygon, in a clockwise or anti-clockwise direction
 - a. Zoom in or out as required for best view by scrolling on your mouse
9. Click OK when complete
10. Repeat for additional Paddocks

Your paddocks are now created.

3.3 Save Farm for export

Our paddocks are all created, so it is time to export them as a group.



1. Right click on Farm Folder
2. Left click "Save Place As"
3. Change file type to "kml"
4. Navigate to appropriate folder, we suggest your Map folder (Documents\Back Paddock Company\Adviser\Maps) – For WebConnect users, choose any desired location or create a new folder under C drive called WebConnect if you have not yet done so
5. Change file name if required
6. Left click Save

WebConnect users – please note this additional step. There are two methods to make this file available on WebConnect, one is to Copy and Paste, the other is to navigate to your saved location through the "This computer – C drive" link under WebConnect. Use this method if you know it, alternately follow instructions to Copy and Paste.

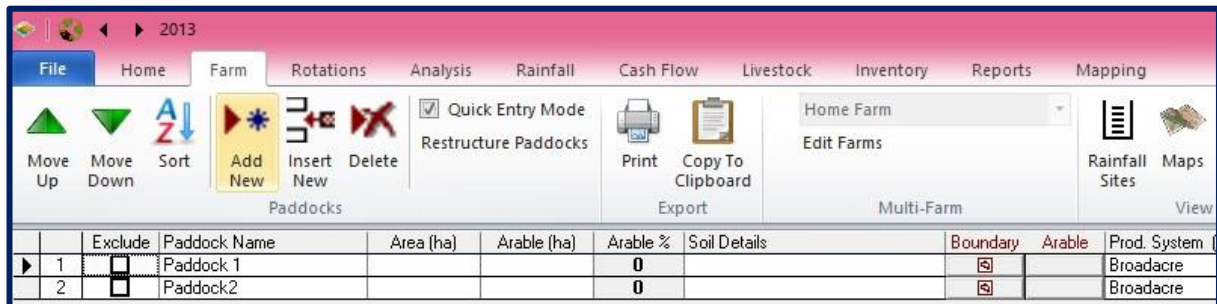
WebConnect – Copy

1. Navigate to your saved file on your computer
2. Left click once to highlight the file
3. Hold Ctrl on the keyboard, and click C – this Copies
4. Keep following instructions below until you see the Paste notes – continue as required

4. Adviser - Import

We are now ready to bring our new polygons into the Adviser program.

4.1 Import polygons



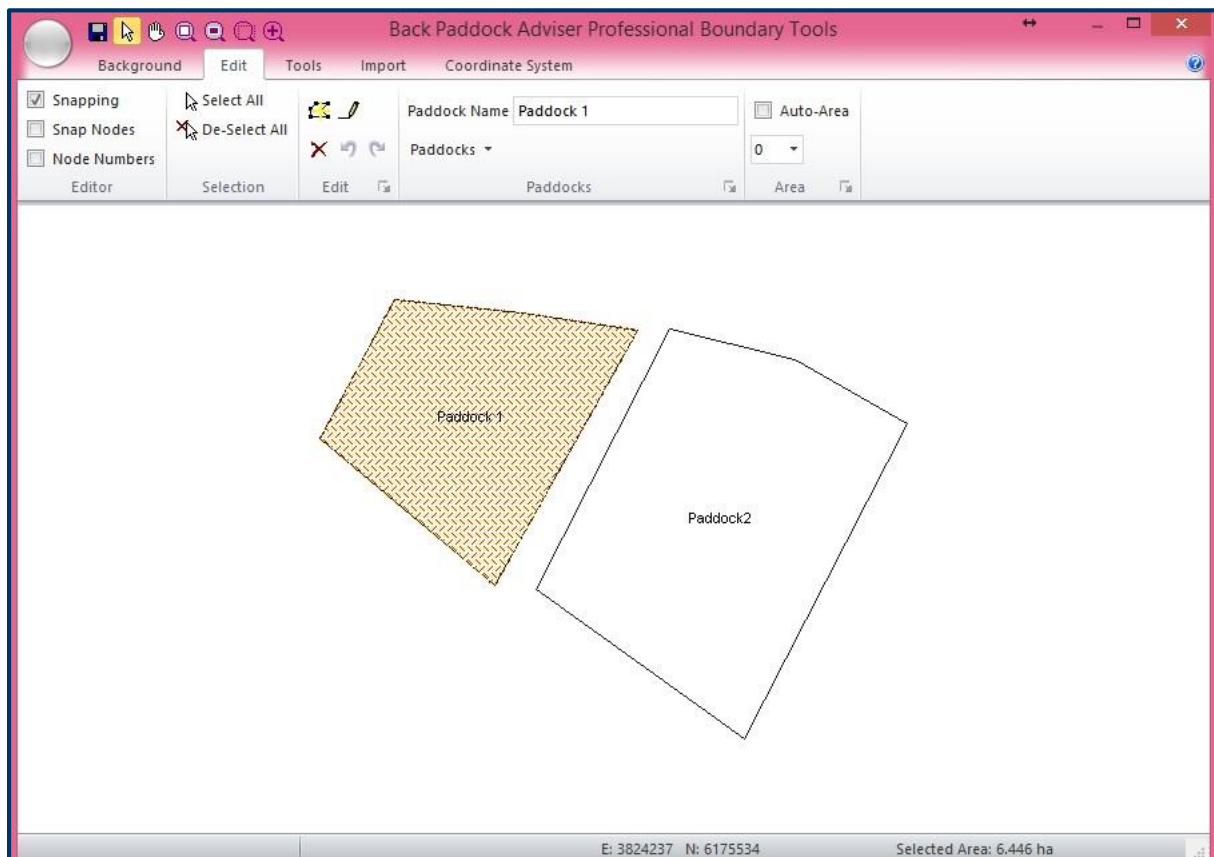
1. Open Adviser software
2. Open required Client File
3. Click on Farm tab
4. Click on Maps (in toolbar)
5. Click on square under "Boundary"
6. Click on **Import**
7. Click on Open
8. Navigate to your new Farm file (program automatically opens at Maps folder)
 - a. **For WebConnect users: Paste instructions.** On the pop up that opens following instructions above, we are going to PASTE
 - b. Hold Ctrl on the keyboard, click V
 - c. Your file will now be copied to WebConnect, follow instructions below to continue. This completes the WebConnect variations for the Importing process
9. Left click on correct file
10. Click Open
11. Click **Edit**

We are now ready to tell the program which polygon belongs to which paddock. We can assign existing paddock names, or create new paddocks as we go through the Mapping function. Areas can also be calculated and inserted from the polygon information.

4.2 Allocate Paddock Names to each Polygon

At this point, you should be able to see your paddock shapes on the screen, and should be able to 'select' them one at a time by clicking in them.

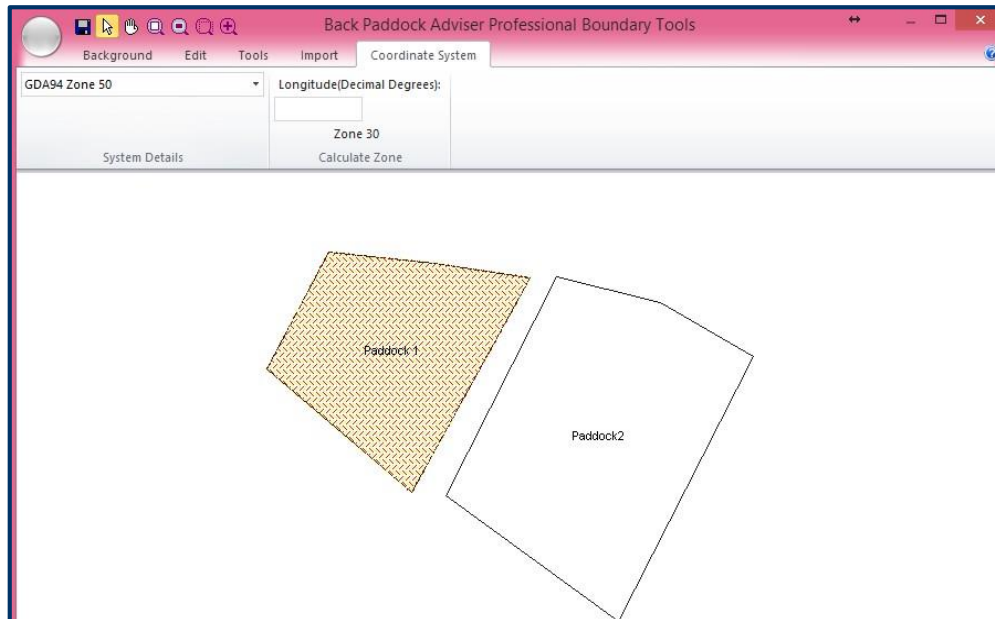
Note: the program can calculate your paddock area from this image, tick "Auto-Area" on and select two decimal places (highest accuracy) in the drop-down box. This will override any existing paddock areas in your client file. Use with caution.



1. Ensure you are on the **Edit** tab
2. Click "Select Tool" pointer from top toolbar
3. Left click on first paddock
4. Use drop down arrow next to Paddocks to select from existing names (double click) or
 - a. Type in new name next to Paddock Name
 - b. Hit Enter
 - c. Click Yes to add to Paddock Master
5. Repeat for additional paddocks

4.3 Assign Coordinate System

This is important to reference your images, according to 'zone' based on the longitude of your farm. Paddocks must be assigned with names before this step occurs, or they will not be saved.



1. Click on Coordinate System
2. Discover Longitude
 - a. Hover mouse over entire farm from left to right, "Long" values will change as you roll
 - b. Keep note of longitude, if over two choose that with largest area
3. Enter longitude into toolbar
4. Click Calculate Zone
5. Use drop down box on left to select calculated Zone
6. Click OK when notified of successful change
7. Click Save (disc in top left)

Your paddocks are now mapped.

Good luck, and have fun!

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