



THE RABBIT  
REGISTER  
FOR WINDOWS

DELUXE EDITION  
SUPPLEMENT

Copyright 1998 - 2011

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# The Rabbit Register for Windows

## Deluxe Edition Supplement

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## Genetics Data Processing

### Introduction and Recommended Reading

The Rabbit Register for Windows Deluxe Edition provides you with the ability to analyze the genetics of the animals in your herd, and predict the phenotype (color) of offspring based on the genotype (genetic makeup) of the parents. To provide you with background on the subject of genetics, we have included with our program a slightly abridged version of a treatise entitled “*Color Genetics in U.S. Domestic Rabbits*”, written by Candy Haenszel. Please study this in detail to gain an understanding of the terminology and inner workings of rabbit genetics. If you are new to rabbit genetics, we recommend that you study her work thoroughly before attempting to use the genetics portion of this software. At the very least, you should fully understand the reason why breeding two black animals with chocolate ancestry MAY produce chocolate offspring, but that breeding a chocolate doe to a chocolate buck will NEVER produce black offspring, even when their ancestry is rich in black animals. For further reading on this subject we suggest three other sources:

“*Color Genetics of the Netherland Dwarf Rabbit*” by Bobby Schott. This is a 40 page treatise that gives a somewhat different perspective, and also has slightly different genotypes listed for some of the phenotypes. It is available for \$14.00.

“*ABC—About Bunny Colors*” by Ellyn Eddy. This book is sub-titled “A practical breeder’s guide to rabbit coat color” and contains about 85 color photos, plus charts, tables and other illustrations. Cost is \$20.00

*“Rabbit Production”* by McNitt, Patton, Lukefahr and Cheeke. This text covers all aspects of rabbit production in great detail and has a section that deals with genetics. The cost is \$48.00.

These references, plus the included work by Candy Haenszel, comprise the only rabbit genetics texts that I know of that are currently in print in the United States. Prices quoted above are accurate as of January 1st, 2011, and represent the least expensive price that I was able to locate online as of that date. Prices can change at any time, and may vary *enormously* depending upon from whom you chose to purchase the item. For example, the Schott text is \$14 from BunnyRabbit.com and \$14.95 from KW Cages while it is \$80.00 (yes, \$80.00!) from three used-book sellers listed on Amazon; while *Rabbit Production* is \$48 from KW Cages, \$125.00 from BunnyRabbit.com and \$250 from Amazon!

## **Entering Genotypes**

First and foremost, the program permits you to record the genotype of each animal in your rabbitry. There are three methods for entering this information:

- You can allow the program to automatically record the genetic information for each animal. This is the program default. Every time you view an animal’s data, view its pedigree, or add a litter, the program automatically recalculates the genetic makeup of that rabbit. This process is very mathematically intensive. If you have an older computer that is slow, or your have a huge number of animals, you may discover that having the program continuously recalculating the genetics makes the program slow and clumsy to use. If that is the case, you can shut off the automatic feature, and use the method

mentioned next. To turn off the automatic analysis, go to the Summary Screen for any breed, and click on **Options, Genetics Setup**. Then click on **Auto-Update Genetics**, so that it is *not* checked.

- The data can be entered automatically by the computer, at your command, by going the Detail Screen for an individual animal and clicking on the command button labelled “Update Genetics” that is to the right of the genotype information. This will cause the program to first enter the known genes, based on the phenotype (color/variety) that you have specified. The program will then scan for the parents and first generation offspring of the displayed animal, and fill in any additional genetic information that it can deduce from the genotype of the relatives. *If you have turned off the automatic update of the genetics, then for greatest accuracy, you should re-analyze an animal every time you add any new offspring of that animal into the database.* Note that you have two choices when updating the genetics, Silent and Informative. In Silent mode (which is the default), the program quickly calculates the genotype without providing any hint as to what it is doing. In the Informative mode, the program guides you through each step of its analysis, telling you how it is calculating the genotype, and providing additional data if a conflict in the genetic data is detected.
- You can enter the data completely manually, by double-clicking on the genetics line on the Detail Screen, which will, in turn, bring up a screen that allows you to specify each of the known genes.

## **Genetic Display Color-codes**

The genetics display is color-coded. The color of each allele indicates additional information about that allele:

- Alleles shown in black were manually entered by you.
- Green alleles were determined solely from the animal's specified phenotype (color).
- Blue alleles were determined to have come from the sire.
- Red alleles were determined to have come from the dam.
- Cyan alleles were determined from the animal's offspring.
- Magenta indicates that there is a conflict between the displayed allele and the genetic makeup of one or more offspring and/or parents. (To isolate the conflict, just select the Informative mode, and click on the "Update Genetics" button, — the program will provide additional information).

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## **Genetics Calculations**

The other genetics features are accessed from the summary screen, by clicking on the genetics icon, which represents a (badly drawn) double-helix.

From here you can:

- 1) select two arbitrary colors and ask to see what colors a breeding of those two colors might produce (Genetic What If...),
- 2) select a buck and a doe by clicking on them while holding down the shift key, then ask the program to predict the colors of their possible offspring, with their likelihood of occurrence. Note that the more accurately and completely the genotype of each parent is specified, the more accurate are the results,
- 3) pick a desired color, and the program will rank your

bucks and does as to their likelihood of producing that color. It will tell you which animals absolutely cannot produce that color, with an explanation why they cannot, and separately list those animals that could produce the desired color, with the most likely animals at the top of the list.

The genetics information can also be printed on the animal's pedigree. From the Pedigree Screen, click on the Adjust Printout icon (it looks like a wrench). This will bring up the Pedigree Printout Setup Screen. Click on the **Select Format** button, and in the **Special Formats** box, select **Print Genetics**.

### **System Speed and Program Performance**

Because of the huge number of mathematical operations that must be made to determine the offspring probabilities, the time to complete the calculations can be quite lengthy. To minimize this annoyance we recommend the following:

- If you are manually entering genotypes, then, where possible, use only the first five genes (ABCDE). (The program will do this itself if you are letting it automatically enter genotypes).
- Keep your data current to minimize the number of unknown genes for each animal. Again, if you are using the automatic genetics mode that is the program default, this is taken care of automatically. If you have disabled that feature, then be sure to use the 'Update Genetics' button on each animal before asking the program to predict colors of offspring for that animal.

## **A Note About the Accuracy of the Program**

If you read more than one of the recommended genetics texts you will notice that the authors do not agree on the genetic makeup for certain colors. In addition, there are certain factors, especially the “rufous” factors which are not well understood. As a consequence, there are certain colors that the program will NOT predict with great accuracy, in particular the reds, goldens, and coppers. The program also makes some simplifying assumptions when all of the genes are not specified. These assumptions can cause errors in the relative percentages of the expected colors, but will not cause any colors to be omitted or added. In addition, the creation of this software has required the assimilation of a huge amount of data, with subtle variations from breed to breed. In all likelihood, we have made some mistakes. Please feel free to call or email any comments that you might have. In addition, if you disagree with the genotype that we have assigned to a particular phenotype, you can edit that data separately for each breed, as described below.

### **Changing the Genotype of a Phenotype.**

If you wish to alter the genotype definition for a specific phenotype you can do this separately for each breed. From the Summary Screen, select **Options, Genetics Setup, Modify Genotypes**.

This screen also provides a control that lets you reset the genotypes to their default values, in the event that you make a change that you subsequently wish to undo. If you are manually entering a genotype, please note that the BEW uses a non-standard allele symbol “>”. This is used by the program to signify any allele other than “c” or “ch”, and is used to resolve conflicts between REW’s and BEW’s. This symbol is only available in the C

locus, and should only be used for BEW's, Vienna-marked animals or Vienna carriers.

### **Limiting the Gene Pool**

In many of the breeds of rabbits, the actual number of possible colors is far less than those that are mathematically possible. This is because certain alleles do not exist in the gene pool for that breed. Based on currently recognized colors, the program excludes certain genes from the gene pool for each breed of rabbit. If your rabbits produce colors that are not shown as possible choices by the program, or if they consistently do NOT throw colors predicted by the program, you may wish to change the program settings. You can look at and modify these settings by going to the Summary Screen and selecting **Options, Genetics Setup, Restrict Gene Pool**. Remember, the program keeps this information separately for each breed. So if you change a value for one breed, it does not impact any other breed.

# Chore Scheduling

## Introduction to TaskMaster

TaskMaster (TM for short) is a chore scheduling program that is included within the Register for Windows, Deluxe Version. It uses your existing litter data to remind you of the various phases and tasks associated with breeding your animals. Once you have entered a date bred into the litter data for the doe, it then will automatically remind you when to palpate, put in the nest box, expect the litter, remove the nestbox, rebreed, and remove the litter. You can also add other breeding- and non-breeding related chores of your own, and any chores that have been entered into the medical records section can also be made to appear on your TM list.

## Description and Operation

**TaskMaster Setup** You can separately specify the breeding cycle times and chore dates for each breed. If you do not customize the chore data, the program defaults to the following:

- Day 00 Breed
- Day 09 Palpate
- Day 26 Put in nestbox
- Day 28 Litter due
- Day 58 Remove nestbox
- Day 63 Rebreed
- Day 75 Remove litter

To change these dates, go to the Summary Screen for the breed that you want to change (remember, the program stores this information separately for each breed, so you must be on the screen for the breed that you want to change). At the top of the screen, click on the menu choice **Options**, then click on **Chore Scheduling**

**Settings**, then **Breeding-Related Chores...** This will bring up the Chore Planning Screen. Just fill in the number of days after the breed date that you want to be reminded of an event, and the program will do the rest. If you do not palpate your animals, enter 0 (zero) days for this chore phase, and the program will not remind you about palpation. To leave this screen and save your changes, click on **Done**. To leave this screen without saving any changes, click on **Cancel**. If you do not want the program to remind you to rebreed your animals, enter 9999 for the rebreed days.

You may also add up to three additional chores to the breeding cycle for each doe, and these chores can be different for each breed. The only requirement is that these chores CANNOT occur after the Remove Litter chore.

Note that for chores that occur after the litter is born, you can specify when they occur either as the number days after breeding, or the number of days after kindling. If you chose to specify the chore as a certain number of days after kindling, the program will provide an estimated date for that chore, until kindling actually occurs. Estimated chore dates are indicated by a tilde (~), the mathematical symbol for “approximately”. After an actual kindling date has been entered, the program will recalculate the chore date, and show it without the tilde.

This screen also allows you to select how the animals themselves are listed on the Chore List. They can be shown by any combination of breed, name, ear number and/or cage number.

**Chore Processing.** To work with TaskMaster on a daily basis, just click on the menu choice **TaskMaster** at the top of your Summary Screen. This will bring up the TaskMaster Chore List Screen for ALL breeds, regardless of the breed currently displayed on the

Summary Screen. You will do most of your work on this screen. On the left side of the screen is a calendar, with today's date selected. On the right is the task list. This list displays the tasks that are scheduled to be completed on the date selected on the calendar. Each time that you start TaskMaster, this screen will appear with today's date selected. The screen contains various controls for adjusting how the chore list is displayed, and other functions. Each of these buttons, the functions they perform and the screens that they display are described in detail below.

The Calendar. The calendar on the top left is used to choose a date. The box with the date shown in green represents the currently selected date. Each time that you start the program, the date cursor will be positioned on the present date. You may select a different date by moving the cursor.

To move the cursor to a different day that is within the present month, just click on the desired date. To change months, click on the left- or right-facing triangle symbols that are adjacent to the month name. Clicking on the left triangle will take you back one month per click. Clicking on the right triangle will take you forward one month per click. If you hold down the mouse button, the calendar will continue to step through the months until the mouse button is released. Changing years is accomplished in an identical manner using the triangles that are adjacent to the year.

The Chore List. The list on the right side of the screen displays all of the chores for the selected date(s). If there are more chores than can be seen at one time, a scroll bar will appear at the right side of the list. Dragging the scroll bar will display the remaining list entries.

The Display Control Panel. Beneath the calendar is a group of controls that allow you to change the order in

which the task list is sorted. You can view the chores sorted by date (with the oldest chores listed first), by description (which is the animals breed, ear number and so on), or by task type (which groups together all “palpates”, all “remove nest boxes”, and so on, in alphabetical order). In addition, there is a checkbox labelled "Show Outstanding Chores". Clicking on this check box will cause all of the unfinished chores from preceding days to also be shown on the task list.

Master Breeding List Access Buttons. Directly beneath the Display Control Panel are two command buttons, which, which clicked, bring up the Master Breeding List Screen, either for one breed or for all breeds. See Page 16 for a discussion of the Master Breeding List.

Chore Profile Editing Buttons. Clicking the button labelled ‘Edit Breeding Chore Profile’ provides an alternate way to access to the Chore Planning Screen, which was described on pages 10 and 11. Clicking on the button labelled ‘Edit Non-Breeding Related Chores brings up a screen that allows you to define your own chores that are not part of a breeding cycle. Use of this screen is described on starting on page 15.

Printout Control Button. Clicking on the icon with the printer on it will take you to the Task Printout Screen, which is described in more on the next page.

**How to Use the TaskMaster Screen.** To mark a task as done, just double-click on it. If you change your mind, just double-click again. When a task has been marked as done, a check mark appears beside it. Tasks not yet done have no check mark beside them. Any changes made on this screen will appear in your litter data, and any changes made in your litter data will appear here. Once you leave this screen, any tasks marked as done will NOT appear on this screen again, but a permanent record is kept with the litter information, and can always

be viewed and edited there. So if you discover you've made a mistake AFTER leaving this screen, you will have to go to the litter data screen for the doe with the error, and make the correction there.

**Printing your Chore Sheets.** Just click on the printer icon on the TaskMaster Screen. The Task Printout Screen will appear. Use the left calendar to specify the first date that you want to print and use the right calendar to specify the last date that you want to print.

If you click on "Print Outstanding Chores", all of the uncompleted chores from days prior to the date selected on the left calendar will be printed on the first page of your chore list. If this box is not selected, these old chores will not be printed. You can select to print all chores on a single page, or each day's chores on a separate page. Once you have made your selections, click on the Printer icon to start printing. You should always print a week or less at a time, because the program adds new chores to the list based on the chores that you have completed, so if you print too far in advance, not all chores will be listed.

Also on this screen is a button called "Printout Settings". This is provided because we have discovered that some printers print slightly differently than others, causing the lines on the task list printout to run into the text. If this happens to you, click on this button and change the grid displacement. The values entered are in decimal fractions of an inch. Generally you will never need to enter a number greater than 0.05. Entering a positive number will shift the grid to the right or down. Entering a negative number will shift the grid to the left or up.

### **Adding Non-breeding Related Chores.**

TaskMaster allows you to set up your own chores, and be reminded to do them as often as you like, from once ever, to daily.

**Non-Rabbit Chores.** You can add chores that are totally unrelated to rabbits, such as “Pay Electric Bill”. On the Summary Screen, click on **Options, Chore Scheduling Settings, Other Chores**. This will bring up the Chore Assignment Screen. Then click on ‘**Add Chore to Master List**’. Then fill out the right-hand side of the screen, and click on **Add Chore**.

**Rabbit-Related Chores.** You can add chores for particular rabbits just by holding down the shift key and clicking on those rabbits on the Summary Screen. A small star will appear in the left column in front of each rabbit’s name, that shows that it is selected. Then click on **Options, Chore Scheduling Settings, Other Chores**. This will bring up the Chore Assignment Screen. Then click on ‘**Add Chore to Master List**’. Then fill out the right-hand side of the screen, and click on **Add Chore**. Note that when you do this, you create a parent chore, that describes what you want to do, and then the program creates a child chore, one per rabbit, for each of the actual rabbits. If you delete a child chore, you will delete only that one instance of the chore. But if you delete the parent chore, the program will then delete all of the child chores too.

To add more rabbits to a parent chore that already exists, just select those rabbits (as described above), and click on **Options, Chore Scheduling Settings, Other Chores**. Then click on **Edit Chore on Master List**. Then click on **Add Chore**, and all of the selected rabbits will now have that chore assigned to them.

**Medical Reminders.** If you use the Medical Records feature to remind you of when to perform medications,

you can have those reminders also appear in TM. Just go to the Summary Screen and click on **Options, Chore Scheduling Settings, Show Medical Chores in TM.**

**Directly Accessing Litter Data from TM.** You can also have the program link you directly to the litter data associated with a particular chore. Just go to the Summary Screen and click on **Options, Chore Scheduling Settings, Access Litter Data from TM.** This will cause the litter data icon to appear whenever you can access the litter data. Just click on this icon, which looks like a diaper, and you can then directly edit the litter associated with the specified chore. You must be careful when using this feature, because any changes you make to the litter data are made immediately, whereas changes shown in the TM list are only made when you refresh the task list, or when you exit the TM screen. You must therefore take care to not make changes on the TM screen that will counteract changes that you have made directly in the litter data.

**The Master Breeding List.** In addition to the TaskMaster listing of chores that is provided by date, the program also provides a Master Breeding List, which can be viewed for a single breed or all breeds. This listing shows all does that are currently bred, and the status of their current litter. This data is viewed from the Summary Screen, by selecting the menu choice titled **Master Breeding List**, at the top of the screen, or by clicking on one of the two appropriate command buttons on the TaskMaster Chore List Screen.

# The Judge's Record Book

## Introduction to the Judge's Record Book

Judges can use the software to keep track of their show records. The program records the date that offers were received, whether or not a bid was submitted, whether the bid was accepted, and all of the expenses and mileage information associated with attending a show. The Judge's Record Book is accessed from the Summary Screen. If your screen is wide enough, an icon labelled **View Judge's Data** will appear to the left of the Add Rabbit icon. If your screen is not wide enough to allow the icon to be displayed, the Record Book can be accessed by clicking on **Display, View Judge's Record Book**. The Record Book consists of five tabs, **Calendar, Show Information, Financial Data, Mileage Data** and **Club Information**.

## The Calendar Tab

This page shows 4 months at a time. To the right of the 4 monthly calendar pages are buttons that can be used to move the calendar forward and backward either 1 month, 4 months, or 12 months at a time. Each show for which you have entered data will be marked, in an abbreviated format, on the appropriate calendar page. To learn more about a particular show, click on the calendar entry for that show, and more detailed information will appear in the box in the lower right corner of the Calendar Page. Clicking on a show also selects it, so that you can then view/enter detailed data on the three remaining tabs.

## **The Show Information Tab**

This tab allows you to keep track of each show for which you have received an offer to bid, whether you decided to bid, and the details of your bid. Data entry is straightforward and intuitive. Each show must have a name and a start date. The program will abbreviate the show, as needed, by using those letters in the show name which you capitalized. It is therefore important that you do not type along show name all in capital letters. Each show name should contain between 2 and 6 capital letters.

## **The Financial Data Tab**

For each day of the show, including any additional days that you have specified as travel days, the program provides a column for you to enter the expenses for that day. If you are spending more than a week at a show, you should divide the show into two separate entries, one for each week of the show.

At the bottom of the Financial Data page, the program provides a summary of all your expenses for a one year period. Controls are provided so that you view data from previous years. On this page there also is an icon that allows you to make a printed copy of your annual summary for tax purposes.

## **The Mileage Data Tab**

The Mileage Data page is similar in format to the Financial Data page, providing you with a column to enter mileage for each day of the show, including any additional days that you have specified as travel days. Note that you do NOT have to enter the mileage each day. You can just enter the start mileage at the

beginning of the trip, and the end mileage at the end of the trip, and the program will calculate the total mileage driven.

As with the financial data, the program provides an annual mileage summary at the bottom of the screen, and controls are provided so that you can look at data from previous years. Total annual mileage is also shown on the Financial Summary Screen, and is printed at the same time that the financial data is printed.

### **The Club Information Tab**

This tab provides a list of each club for which you have received a request for bid (RFB). It shows how many times you have received FRB's from that club, how many times you chose not to bid, how many times you submitted a bid, the percentage of your bids that they accepted, and the average quality of the shows you worked.

All of the above are pretty self-explanatory, except perhaps for the Average Quality entry. When you complete each show, you can enter an A+, B, C or F evaluation for that show. The program then looks at all the shows you have judged for each club and averages those results to provide an A through F rating for the club.





